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N64 Exclusive

Diddy Kong Racing

8-Page Preview

In-Depth

[redacted]

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• Duke Nukem 64—High Tech 'Tude

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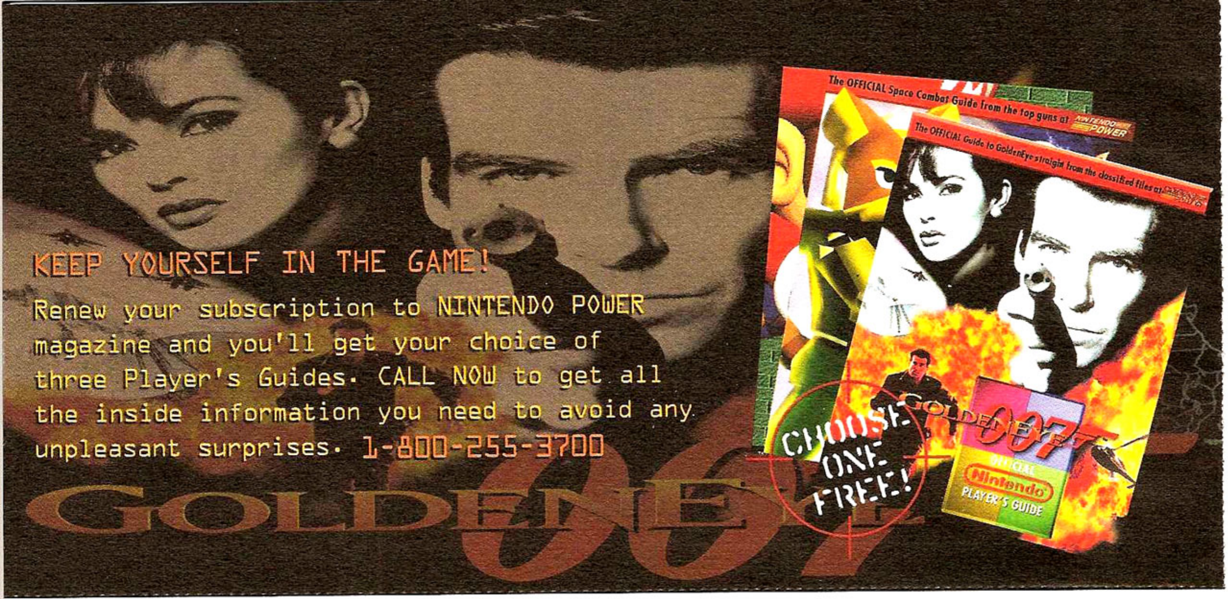
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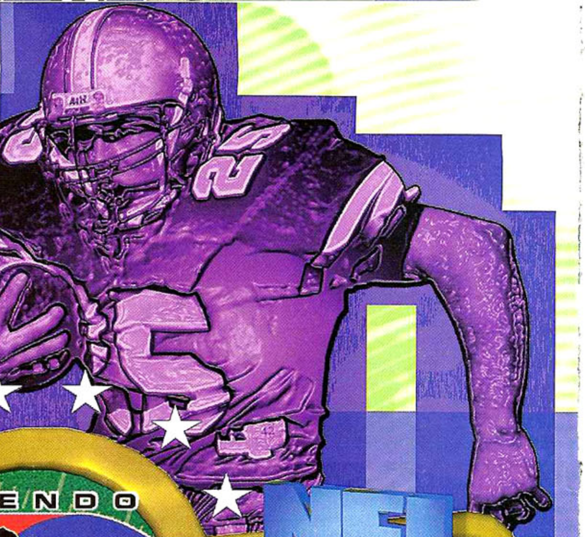

Two gridiron greats duke it out in our head-to-head review!

MADDEN 64

NINTENDO SPORTS

NFL QUARTERBACK CLUB 98

Hi-res graphics vs. ease of play. Sim mode vs. fantasy draft. Find out how these fab footballers performed in training camp and which one should be your top draft pick!

CARTER
23
INDIANA

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Game List 106

The announcement of Diddy Kong Racing caught almost everyone by surprise, but you shouldn't be surprised to learn that this Pak is shaping up to be one of the most exciting and most fun racing games ever. Tag along with the Power Pit Crew as we take Nintendo's newest screamer down to the track for a test drive.

Diddy Kong Racing

pg. 26

If our commute was this thrilling, we'd never want to get out of our cars! We give you the green light on all the shortcuts, keys and secret vehicles in Midway's road rally sensation. Full maps and top tips start on page 34, so strap yourselves in and get ready to put the pedal to the metal. The Rush is on!

San Francisco Rush

pg. 34

When it's time for a game of Duke Nukem in the NP offices, you'll hear the rally cry: Come get some! Now you can get the scoop on three of the most heinous stages in the game. Our step-by-step guide will help ensure that you don't end up as a trophy on some alien's wall. It ain't pretty—but it ain't meant to be!

Duke Nukem

pg. 58

PLAYER'S PULSE

Letters regarding our 100th issue's list of the best 100 and worst 10 games have been flooding into our mailroom. What better month than November for you to tell us which games you're thankful for and which games you think are out-and-out turkeys?

Heavy Rumbling

Although Mr. Itoh had a good point stating that the Rumble Pak could seem heavy while playing RPGs since they take a long time to play, I still think he should make Rumble Pak compatibility for EarthBound 64. The Rumble Pak adds excitement to a game, and when I play Star Fox 64, I forget about the extra weight because I am so engrossed in the game. As long as you can keep the games enjoyable and exciting, you should make them compatible with the Rumble Pak because it will greatly improve the gaming experience.

Douglas Rab
Via the Internet

Games as Fluffy as a Wampa

At first, I was disappointed with the N64. The games (with the exception of Super Mario 64 and Star Wars: Shadows of the Empire) lacked depth. Every game hid behind phenomenal graphics and killer sound. But where was the complexity? This disappointing trend reached its peak with the much-touted Star Fox 64. It took me, a gamer of moderate skill, 37 minutes to beat the game. I was so annoyed that I almost sold my N64, but I am glad I didn't. I just got GoldenEye 007. It has graphics, sound AND a story line! Only Super Mario 64 can come close in game play. It builds on Doom in a way I thought could never be done. They say that it takes a while for game developers to "learn" a system to fully exploit its potential. I think the wait time is over. GoldenEye made quite a splash in my book, and, as you may have guessed, my book is rather hard to even land in.

James Armstrong
Via the Internet

Christopher Sipple • Sicklerville, New Jersey

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Try telling that to Fox!

It seems to me that you think great graphics make a great game. I enjoy the occasional Frogger. Star Wars: Shadows of the Empire was all graphical fluff with a dash of story line thrown in. Music, graphics and a license don't make the game. Game play makes the game.

Kyle Wade
Bedford, IN

Joe Caswell • Lodi, California

If hunting down Boba Fett, piloting an X-Wing and racing the Swoop Gang is fluff, then we're a wookie's uncle (trust us, our nephews aren't that hairy). Indeed, game play is the most important part of a game, so why just make the "occasional Frogger" when developers can enhance its game play by incorporating the N64's revolutionary abilities? By fully exploiting the N64's potential, developers strive to improve game play, not compromise it.

MARIO
IN
BLACK
M
B

Bill Bergen • Kawkawlin, Michigan

Out of Africa

I'm a missionary's kid living in Nigeria, Africa. Where I live, near the equator, playing Nintendo games is perfect for boring rainy days. On sunny days, I can step outdoors and dream I'm on a safari with Donkey Kong and his pals. NP is a great way for me to stay updated on the latest news in the world of Nintendo. My only regret is that I don't own an N64 yet. When you think about editing out the reviews and secrets for Super NES games, remember all of the little people who are living in the past. As they say in my place, "Ka iso"--keep up the good work!

Jason Dodson
Via the Internet

The Volume 100 Time Line

So, Nintendo has been around for 107 years? You forgot to change your calendars again! Shame on you!

Philip Keffer
Bradford, Ontario

That's no typo in Volume 100's time line on page 8. Nintendo actually did start in 1889. Before making video games, Nintendo began as a 19th century game company that specialized in making playing cards called hanafuda.

The Top 100

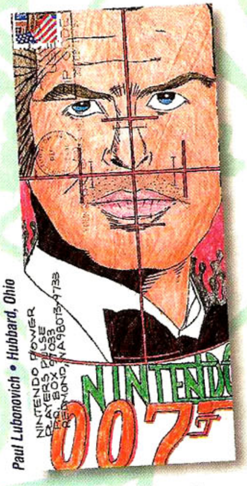
I noticed two large problems with your top 100 in Volume 100. First, there were many N64 games near the top. Super Mario 64 is an incredible game, but so is Super Mario Bros. Plus, SMB had more of an influence on home gaming,

Background Art: Amber Kelso, Fayetteville, Tennessee

which, in my book, makes it the better game. How could you not put the bona fide greatest game–the game that paved the way for the entire gaming revolution; the game that created Nintendo's success–at the very top of your list?!?!

Josh Mattern
Mannington, WV

Pong was the first mega hit video game, but few would consider it to be the best video game of all time. In our book, "most influential" and "best" are two separate things.



Paul Lubonovich • Hubbard, Ohio

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Peggy Roesch • Batavia, Ohio

DOOM
HEEEEEERE DEMON, DEMON, DEMON!

Ben Chaney • Cary, North Carolina

We are curious as to the parameters for the Top 100 Games of All Time. We are even more curious as to what prevented DKC, DKC 2 and DKC 3 from being included in the elite 10. We cannot argue the decision, but we are concerned about the stability of the debaters. Let us pray for them.

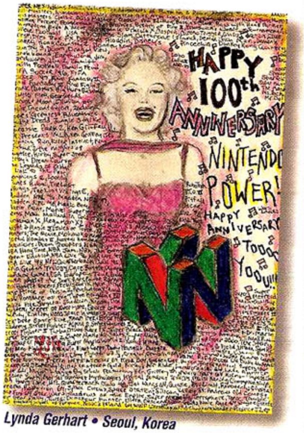
Joel Hochberg
The Rare Partnership
Co-chairman, Management Committee

Stability, schmability! Don't pray for us, pray for those darned voices in our heads!

I haven't always agreed with Nintendo Power, but Volume 100 brought a smile to my face. Your new rating system is very appealing because I always felt the old one never said much about the game. I especially loved the honesty in the issue! Your top 100 games weren't all Nintendo-made titles, and you even admitted that not all of the video games that have come out for your systems were good (I nominate Home Alone!). The list was very thorough and included many small titles, although Mario Kart 64 was a little high up. All in all, issue 100 has reaffirmed my faith in NP! Issue 150, here we come!

Joe Jerome
Via the Internet

We continue to support Mario Kart 64's high position (#4) in our top 100, because of the game's high replay value and four-player breakneck action. And we'll probably still be Power Sliding to our Karts' content come issue 150. By then, the upcoming Diddy Kong Racing (Mr. Hochberg will be glad to hear this) will surely find a home near the top of the chart with the game's mix of Mario Kart 64's racing rivalry and Super Mario 64's adventure and exploration. By averaging SM 64 and MK 64's rankings, DKR could very well land in the number 2 or 3 spot in our top 100. Then again, Volume 150 is years away from DKR's November 24th release date, and who knows what new developments could happen in the meantime? (Maybe Home Alone will seem even more horrible!)



Lynda Gerhart • Seoul, Korea

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POWER CHARTS

GoldenEye tops the N64 charts a second time, but James Bond may soon have more to worry about than keeping the world safe and his tuxedo clean. This month, Diddy Kong Racing blazes onto the scene, and the game will definitely give 007 a run for his money. Find out more DKR for yourself in our preview on page 26.

NINTENDO 64 TOP 10

1 GOLDENEYE 007

They say you only live twice. The same must also go for topping the Power Charts, because for the second month in a row, James Bond comes out on top.

2 STAR FOX 64

Time for a little payback!

3 MARIO KART 64

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	11
2 STAR FOX 64	NINTENDO	2	6
3 MARIO KART 64	NINTENDO	3	11
4 SUPER MARIO 64	NINTENDO	4	14
5 STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	6	14
6 TUROK: DINOSAUR HUNTER	ACCLAIM	5	14
7 BLAST CORPS	NINTENDO	7	6
8 CRUIS'N USA	NINTENDO	9	11
9 KILLER INSTINCT GOLD	NINTENDO	—	12
10 TETRISPHERE	NINTENDO	—	1

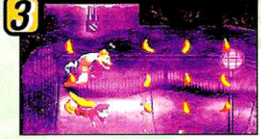
SUPER NES TOP 10

1 THE LEGEND OF ZELDA
A LINK TO THE PAST

In their anxious anticipation for EarthBound 64, RPG fans are rediscovering the original. After months off the chart, the adventure lands in the number 8 spot.

2 SUPER MARIO RPG

3 DONKEY KONG COUNTRY 3
DIXIE KONG'S DOUBLE TROUBLE



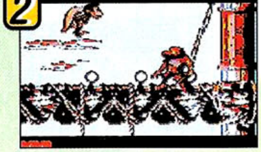
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	69
2 SUPER MARIO RPG	NINTENDO	3	19
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	2	13
4 FINAL FANTASY III	SQUARE	4	35
5 CHRONO TRIGGER	SQUARE	5	28
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	—	31
7 DONKEY KONG COUNTRY	NINTENDO	7	37
8 EARTHBOUND	NINTENDO	—	27
9 FINAL FANTASY II	SQUARE	9	60
10 HARVEST MOON	NATSUME	10	2

GAME BOY TOP 5

1 THE LEGEND OF ZELDA
LINK'S AWAKENING

The Donkey Kong Land games have always been strong contenders on the charts, but no match for Link's Awakening. With DKL 3 on the horizon, will the Kongs finally KO Link back to dreamland?

2 DONKEY KONG LAND 2



3 SUPER MARIO LAND 2
6 GOLDEN COINS

1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	55
2 DONKEY KONG LAND 2	NINTENDO	2	15
3 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	60
4 TETRIS	NINTENDO	—	60
5 METROID II: RETURN OF SAMUS	NINTENDO	—	71

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. GOLDENEYE 007 (N64)
4. YOSHI'S STORY (N64)
5. STAR FOX 64 (N64)
6. SUPER MARIO RPG 2 (N64)
7. EARTHBOUND 64 (N64)
8. BANJO-KAZOOIE (N64)
9. MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO (N64)
10. TUROK 2 (N64)

LETTERS, CONTINUED...

If You Can't Say Something Nice...

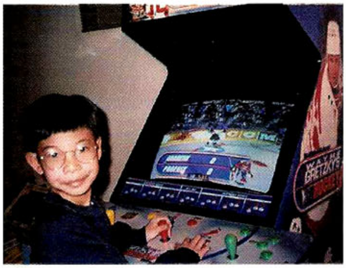
I have a few comments about your "10 Worst Games of All-Time." I think you were out of line publicly bashing these games and programmers. About Shaq-Fu, you wrote: "It is not humanly possible to come up with a worse idea than this." Why don't you call them all stupid morons who have no idea what they're doing next time? As a struggling programmer myself, I know all too well the frustrations of video game programming. And considering I've never seen a game made by the folks at Nintendo Power, and considering I doubt that these companies publicly bash you people, I think it was totally inappropriate. If you don't like a game, fine, but for heaven's sake, have the decency to keep rude comments to yourselves.

Marc Hansen
Via the Internet

Considering that we're a video game magazine and not Better Homes & Gardens, it doesn't seem out of line for us to be critical of video games. As a gaming mag, we set forth our opinions on games to give readers an idea of what they may or may not want to play. We're not pretending that we could make a better game, and we're not saying that the programmers are morons. But just because programmers don't have a forum to publicly bash gaming mags, it doesn't mean that it's unfair for us to editorialize. Should Roger Ebert stop critiquing movies just because Pauly Shore doesn't have a chance (or the reasoning skills) for a rebuttal? Being that you're a struggling programmer, our list should at least help you learn from the mistakes of other programmers. Now, please excuse us as we get back to putting the finishing touches on our fighting game masterpiece, Killer Ebert Gold: Shore-Fu.

The Great One

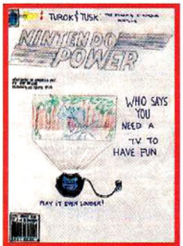
Sure, it would be as cool as ice to have a rinkful of NHL action in your living room, but where would you park the Zamboni? Derrick Lam, the Grand Prize winner of our Volume 93 Player's Poll Contest, luckily had enough room to at least fit "The Great One" and other digitized hockey greats in his home. The eleven-year-old from Olathe, Kansas won his very own Wayne Gretzky's 3-D Hockey arcade game along with an N64, a Gretzky GamePak, three extra Controllers and four Memory Paks. That's more ice action than you can shake a hockey stick at, but we're sure Derrick's not complaining!



Watch out, Gretzky, the puck stops here! Derrick Lam heats up the ice with his Wayne Gretzky's 3-D Hockey arcade game.

Doh!

Like programmers, we make mistakes, too. In Volume 100's Top 100 Best Games of All Time, we ran Mega Man X's description instead of Gradius's description for number 76, and in Volume 101 we featured the wrong picture for Marlene Martins' entry. Aargh. Here's what we meant to show:



Marlene Martins
Silvercreek High School
San Jose, California

GRADIUS III
Konami—Super NES—August 1991

The only Gradius game for the Super NES brought the space-shooter tradition from the NES intact and in 256 vibrant colors. The amount of quality that programmers used to cram into a mere four megabits of game memory truly boggles the mind.

WRITE AWAY RIGHT AWAY!

The season to be jolly (fa-la-la-la-la la-la-la-la) is just around the corner. What game is making your list? What are the naughty folks getting? You'd better not shout and you'd better not cry or else you might just get a Lump of Coal 64*.

***Not a real product. Offer not valid (it's up to Santa, anyway).**

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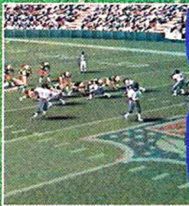
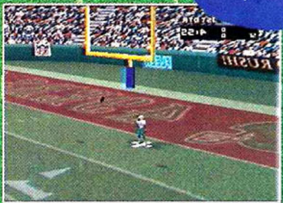
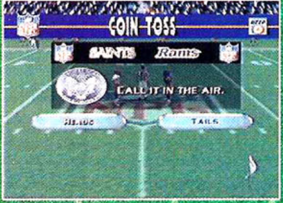




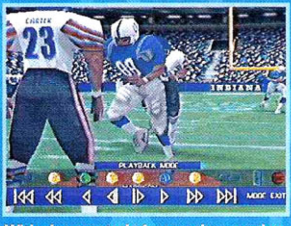


With the release of two hotly anticipated gridiron games—NFL Quarterback Club '98 from Acclaim and EA Sports' Madden 64–the N64 goes from football famine to feast. Both titles build on winning traditions, but how do they fare on the N64? We looked in-depth at both games to help you make the right call.

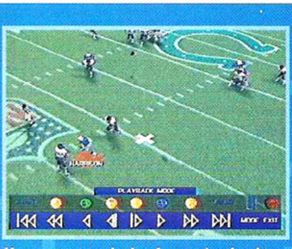
From dazzling graphics to every last detail of officiating, coaching and playing football, Acclaim's NFL Quarterback Club '98 provides the total experience of the NFL. The NFL license means that players appear in their real uniforms and stadiums.

instant replay

QB Club's instant replay feature is one of the wonders of the N64, as impressive as any graphic element in GoldenEye. Not only do you have perfect control of viewing angle, distance and frame speed, the graphics remain crystal clear. Expect games to take extra time, because you'll want to review every play. Not only is it beautiful, it's useful. You can see exactly what you did right or wrong on a play.

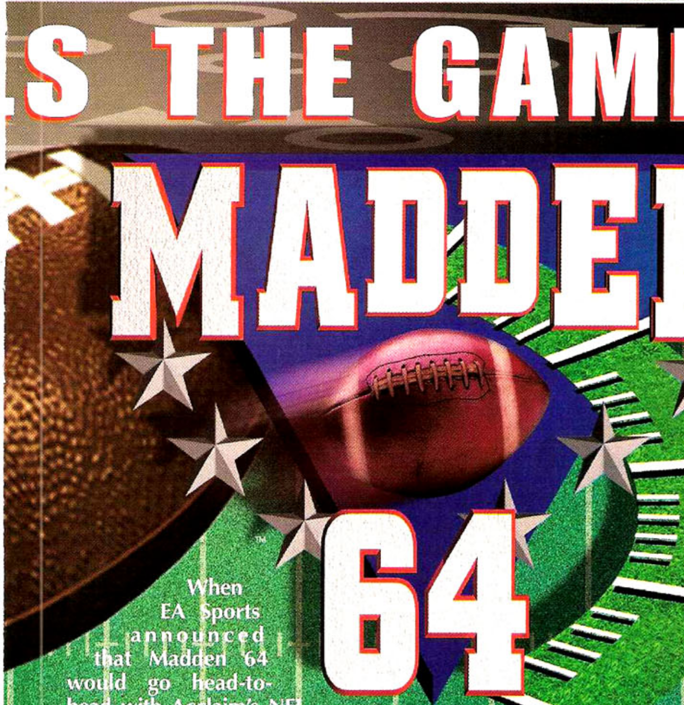


With clear controls for zooming, panning and inserting yourself anywhere in the scene, it's easy to get the big picture.



You can run each play forward or backward, one frame at a time or at a faster rate, stopping at any point.

S THE GAME



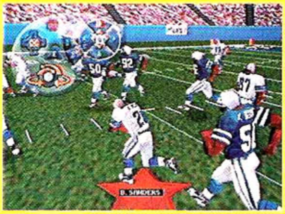
Madden 64 ©1997 Electronic Arts.
All Rights Reserved.

CHARLOTTE
KICKOFF RETURNED BY R. ISMAIL FOR A GAIN OF 76 YARDS.

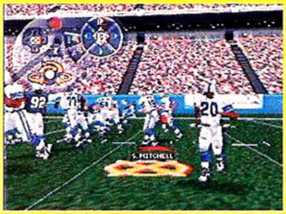
FOXBORO CAPTAIN CALL IT IN THE AIR
HELP
FOXBORO
GREEN BAY
HEADS
TAILS

When EA Sports announced that Madden 64 would go head-to-head with Acclaim's NFL Quarterback Club '98 this fall, we thought they were joking. We knew QB Club was going to be a major video game achievement, but EA hadn't even mentioned their game. As it turns out, Madden 64 is a worthy competitor. As a gamer, your choice won't be easy. Each game has outstanding points and neither game has any glaring flaws. Both support four players, the Rumble Pak and Controller Pak. And they're both fun. Now let's take it down to the field.

instant replay



Madden's on-screen control diagram looks complicated, but it's really very similar to the system in QB Club.



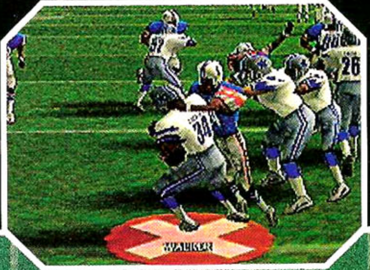
The polygonal characters in Madden 64 come to life in close up replays. Although not hi-res, this is as good as they get.

The instant replay in Madden 64 would be one of the greatest achievements in video games were it not compared to the same mode in QB Club. The capabilities are virtually identical, but the characters aren't as crisp. When it comes to comparing graphics, QB Club just bowls over Madden. But the practicality and fun of using Madden's instant replay feature is on equal footing with the competition.

Power Picks

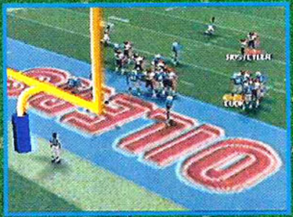
Scott Pelland

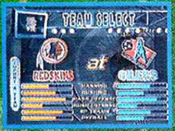
Both games are fun, no question about it. But for my money, QB Club is the winner. The graphics are amazing and play control is a little bit more realistic. Also, I don't feel as if calling a running play is always risky. I miss the intelligent way that Madden's plays are laid out, though. Finally, I think having the NFL license is a big plus.



graphics

hi-res heaven



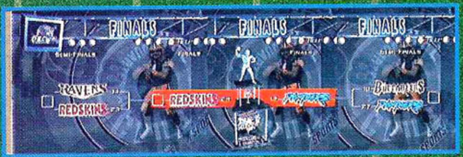

TEAM SELECT

REDSKINS at OILERS

RUSHING
PASS DEFENSE
RUSH DEFENSE
SP. TEAMS
OVERALL

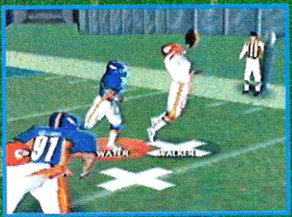
Not only is QB Club the best looking N64 football game, it's the best looking video sports game ever. It was designed from the ground up as an N64 game, and it shows in the clarity of figures, the sharpness of textures and the smoothness of the animation. The hi-res graphics mode delivers extra lines of resolution and there is no loss in frame rate speed. As for other graphic features, most option screens are clear but crowded and navigating them can be tricky at first.

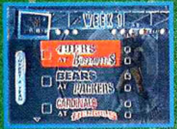
super bowl or bust


FINALS
FINALS
FINALS
SEMI-FINALS
FINALS
SEMI-FINALS
RAVENS
REDSKINS
REDSKINS
BUCCANEERS
PANTHERS

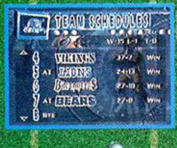
SUPERBOWL
SUPERBOWL
SUPERBOWL
SUPERBOWL
SUPERBOWL

One of the benefits of the NFL license is that QB Club has real teams battling over a real championship. In NFL Play mode, you'll find season, tournament, playoffs and preseason action, all of which can be saved on a Controller Pak, so you can take it with you to a friend's house along with any special saved teams you may have created. Other modes include quick play and simulations. The sim mode gives QB Club extra replay potential since you have dozens of tough scenarios. For instance, you can replay the final quarter of last year's Super Bowl as the Pats.


WALKER
WALKER


WEEK 1

49ERS AT BUCCANEERS
BEARS AT PACKERS
CARDINALS AT

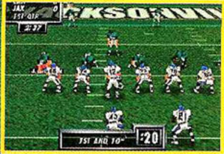

TEAM SCHEDULES

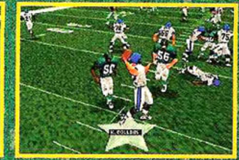
4	VIKINGS	37-7	WIN
5	AT LIONS	24-13	WIN
6	BUCCANEERS	27-10	WIN
7	AT BEARS	27-0	WIN
8	BYE		

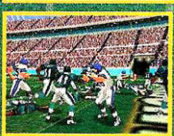
The Tournament mode is like setting up a playoff ladder with 4, 8 or 16 teams–great for multiple players. The Season mode is just what it says, a complete NFL season. You can play as many or as few games as you want and let the computer simulate the remaining games. The Playoff mode is a tournament that leads to the Super Bowl. The most important non-playing mode is the Manage Roster option. Here you can trade and create players, create teams, draft fantasy teams, set a salary cap and pick up free agents. If you can do it in the NFL, you can do it here.

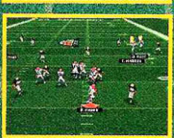
TOURNAMENT CHAMPION

the best madden


JAX
1ST QTR
2:37
1ST AND 10
:20







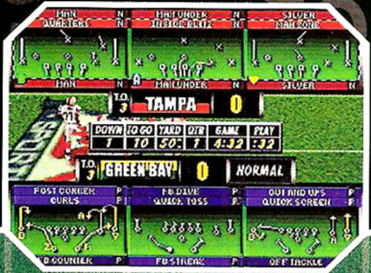
graphics

For all the praise that is heaped upon QB Club's graphics, it should be recognized that Madden 64 is no slouch in the looks department. The animation is realistic and the characters look good, especially close up. Plays are clearly diagrammed and labeled with appropriate controller buttons. No other Madden can touch it.

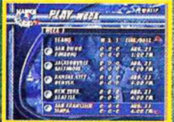
Power Picks

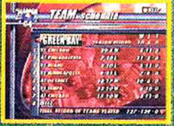
Paul Shinoda

This is difficult, but Madden's play book made the decision for me. The graphics may be less detailed than QB Club's, but it seems that the animation is more realistic. Also, you can dive waaaay into the game by setting up plays and personnel. My only regret is that running plays are so useless. Where did all that great design go?

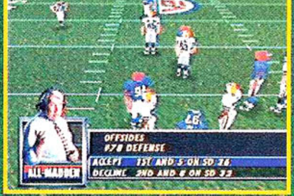

MAN QUARTERS
MAN UNDER INSIDE BLITZ
SILVER MAN ZONE
MAN
MAN UNDER
SILVER
T.O. 3 TAMPA 0
DOWN 1
TO GO 10
YARD 50
QTR 1
GAME 4:32
PLAY :32
T.O. 3 GREEN BAY 0
NORMAL
POST CORNER CURLS
FB DIVE QUICK TOSS
OUT AND UPS QUICK SCREEN
FB COUNTER
FB STREAK
OFF TACKLE

madden's many modes

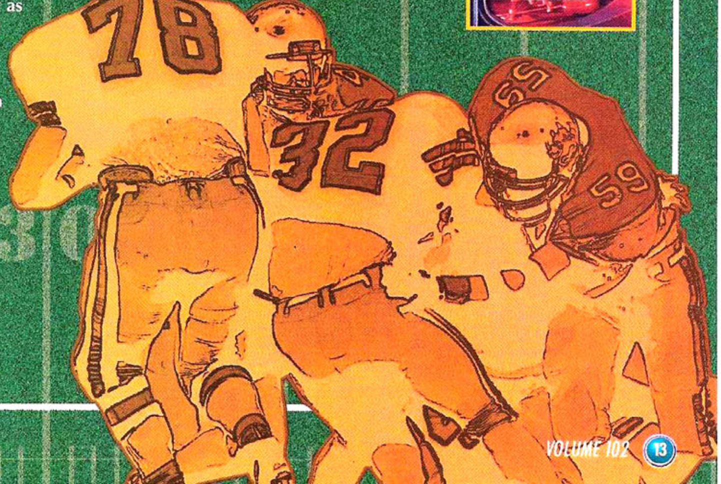



TEAM schedule
GREEN BAY

The list of gaming options for Madden 64 is at least as extensive as that of QB Club. Exhibition and season modes are pretty basic options. You can save season data on a Controller Pak and choose which games to play. You can even set up custom division alignments.


OFFSIDES
#78 DEFENSE
ACCEPT 1ST AND 5 ON SD 26
DECLINE 2ND AND 6 ON SD 33
ALL-MADDEN

Within the season mode, you have options that include trading, signing, and creating new players. In the fantasy draft, you can create a team composed of the best NFLPA players. (Madden 64 has the players, it just doesn't have the NFL logos.) Tournament mode allows you to build ladders of 8 or 16 teams. You also have a ton of options including fatigue, blitz mode, salary caps and trading deadlines. Although there's no sim mode, you can play with historical teams and All-Madden teams.


CUSTOM season
78
32
59

Power Picks

Dan Owsen

It's a shame that both games are so good and it's almost impossible to make a recommendation. But if I bought one of them, it would be NFL Quarterback Club. It has the best graphics and the spin move on the controller is an awesome idea. While Madden's graphics aren't as good as QB Club's, they were still nice and the game is easy to pick up and play.

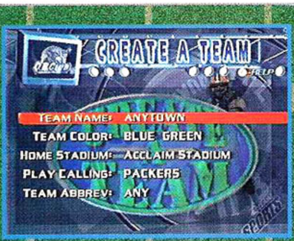
Acclaim
1ST QTR
KC 0
DEN 0
4:50

player relations

movin' and shakin'

One of QB Club's biggest innovations is that players can control special moves with the analog Control Stick. Rotate the stick to spin your player. Push the stick half way, and the player runs at half speed. Buttons activate special moves such as lateral, stiff arm and juke. You can even choose the John Madden Football (JMF) controller configuration. Defensive special moves include the swim move and jump block. Pass catching requires you to push a button to haul in the ball.

building a winner

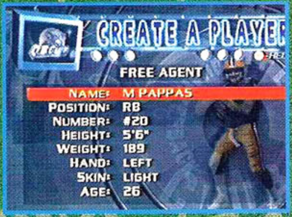


CREATE A TEAM

TEAM NAME: ANYTOWN
TEAM COLOR: BLUE GREEN
HOME STADIUM: ACCLAIM STADIUM
PLAY CALLING: PACKERS
TEAM ABBREV: ANY

TEAM SELECT
CREATE A TEAM
ANYTOWN
at
Patriots
PASSING
RUSHING
PASS DEFENSE
RUSH DEFENSE
SP TEAMS
OVERALL

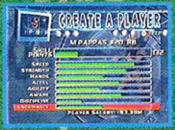
NFL Quarterback Club '98 has plenty of custom options to keep diehard fans busy. You can play the part of the tycoon by putting together your own NFL team. You can even play the part of far more powerful forces and create entirely new players. If you begin modestly by building a team, you get to choose a name, team colors, home stadium (choose an NFL stadium), play books based on any NFL team and team abbreviation. To create a player, you enter his name, position, number, size and other bio data, then move on to the skill meter. Here, in eight categories, you have to distribute 500 skill points. The higher you crank up your player's ability, the more he'll cost you in salary. You can create an awesome athlete, but will you be able to pay him what it takes to get him on the field? That's the trick.



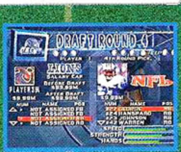
CREATE A PLAYER

FREE AGENT

NAME: M PAPPAS
POSITION: RB
NUMBER: #20
HEIGHT: 5'6"
WEIGHT: 189
HAND: LEFT
SKIN: LIGHT
AGE: 26


CREATE A PLAYER
M PAPPAS #20 RB
SKILL POINTS
132
SPEED
STRENGTH
HANDS
ACCEL
AGILITY
AWARE
DISCIPLINE
PLAYER SALARY

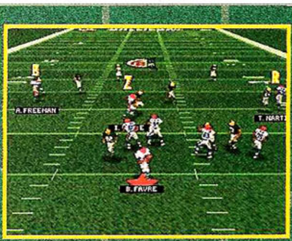
draft day


DRAFT ROUND 4
PLAYER
4TH ROUND PICK
LIONS
SALARY CAP
BEFORE DRAFT
AFTER DRAFT
PLAYERS
NUM
NAME
POS
NOT ASSIGNED FB
NOT ASSIGNED FB
NOT ASSIGNED RB
NOT ASSIGNED RB
NFL
#24 HANSPARD RB
#23 JOHNSON RB
#42 WARREN RB
SPEED
STRENGTH
HANDS

Drafting players takes you to the very heart of running a football team. It isn't easy, even with all the players stats popping up on the screen to help you choose. But if you decide to take the time to field your own squad, the reward is that you can save the team on a Controller Pak and take it on the road to play against other owners. You need to select a full roster of 45 players, but you don't have to do it all yourself. After filling vital slots with your dream players, you can let the CPU pick your backup squad.

player relations

madden's moves



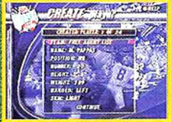
Madden uses the quick-and-easy one-button method for choosing moves. It may not mimic real actions, but it's easy to remember and execute. Madden's A Configuration is the most logical of any setup for either game. Special moves include spins, hurdles, laterals, extra speed and dives on offense. Defense has the swim move (for fighting through blockers) and a great power tackle move. Pass catching is automatic if the throw is on the money.

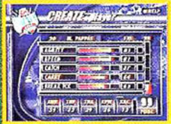
roster moves

REORDER
PITTSBURGH

As GM for your chosen team, you have complete control over the squad. You can trade players, sign free agents, release players to free up roster spots and reorder your lineup, moving backup players into first team positions. All these player moves allow you to put together a contender.

make a super star





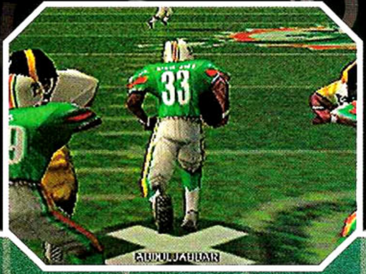
Madden 64's create-a-football-legend option is similar to the one in QB Club. After choosing the basics such as your player's name, position, height and weight, you set his ability in five key categories for his position. You have a limited number of points to give your creation and as you increase his attributes, you'll also increase his salary.

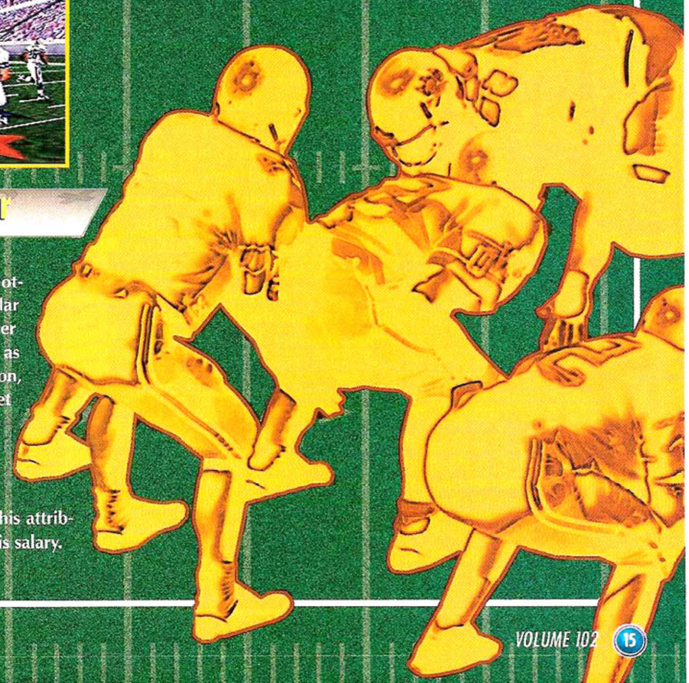
NFL QB CLUB/MADDEN 64

Power Picks

Henry Sterchi

The graphics in QB Club are stunning—3-D soft-skinned characters running in 640 x 480 hi-res mode at 30 frames/second. The analog sensitivity in the play control and the special moves controlled by the Control Stick are also impressive innovations. Madden 64 is definitely the best Madden, but it's not quite at the same level as QB Club.

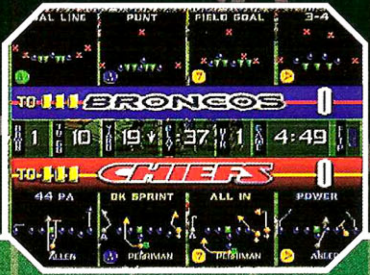




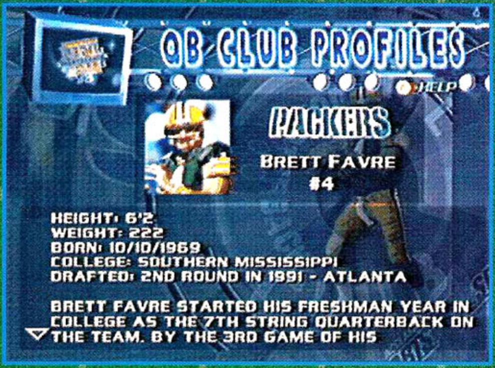
Power Picks

Terry Munson

I vote for QB Club in a big way. There are a lot of reasons. The graphics, the NFL license, the options. I feel like I can do more with QB Club than Madden. I'm ready for a new football game and this is the one. Madden is basically a tweaked repeat of earlier Maddens in a 3-D format. And no official logos, what's up with that?



quarterback profiles



QB CLUB PROFILES

PACKERS

BRETT FAVRE

#4

HEIGHT: 6'2

WEIGHT: 222

BORN: 10/10/1969

COLLEGE: SOUTHERN MISSISSIPPI

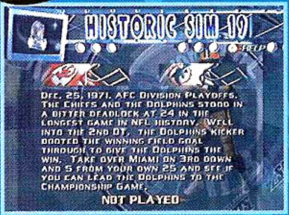
DRAFTED: 2ND ROUND IN 1991 - ATLANTA

BRETT FAVRE STARTED HIS FRESHMAN YEAR IN COLLEGE AS THE 7TH STRING QUARTERBACK ON THE TEAM. BY THE 3RD GAME OF HIS

Twenty of the top quarterbacks in the NFL are featured in the QB Club Profile section. Each player has an extensive written profile that includes early achievements, collegiate history and the highlights of his professional career. The information is really just an extra added bonus since it won't help you win the game. There is no QB Challenge as in previous versions of QB Club for the Super NES. The only challenge now is on the field.

customized

replay history



HISTORIC SIM 19

DEC. 25, 1971. AFC DIVISION PLAYOFFS. THE CHIEFS AND THE DOLPHINS STOOD IN A BITTER DEADLOCK AT 24 IN THE LONGEST GAME IN NFL HISTORY. WELL INTO THE 2ND OT, THE DOLPHINS KICKER BOOTED THE WINNING FIELD GOAL THROUGH TO GIVE THE DOLPHINS THE WIN. TAKE OVER MIAMI ON 3RD DOWN AND 5 FROM YOUR OWN 25 AND SEE IF YOU CAN LEAD THE DOLPHINS TO THE CHAMPIONSHIP GAME.

NOT PLAYED

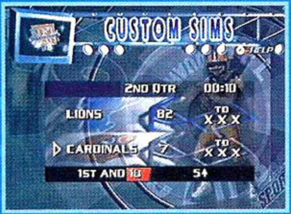
HELP

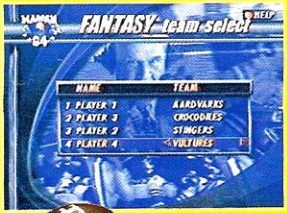
7:47
Dolphins

The simulation mode turns back the clock, putting you in the thick of things with limited time and a difficult situation to overcome. The first sim takes you back to last year's Super Bowl just after New England scored in the third quarter. On the following kick-off, Green Bay's Desmond Howard took the ball on his own one yard line and raced 99 yards for the touchdown. The Patriots never recovered. Now, it's your chance. If you stop Howard, you may continue New England's momentum. If you play as Green Bay, will you be able to stay ahead? You can choose from any of 50 sims. You can even set up your own desperate situations in the custom sim mode.

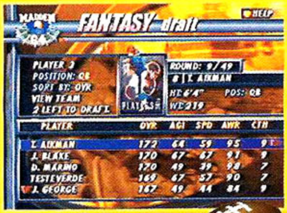
option play

QB Club's game options include the basics such as timeouts, substitutions, injuries and game stats, plus several other valuable settings and options. The Camera Views option lets you pick one of six preset camera angles. You can also create your own custom camera position that puts you anywhere on the field or in the air surrounding the field. You'll also be able to choose from three difficulty levels, set audible plays, select frequency of penalties, adjust audio and video settings, switch on special animations and change your controller configuration. The last option is particularly nice as a reference for moves when you begin playing the game.




FANTASY team select

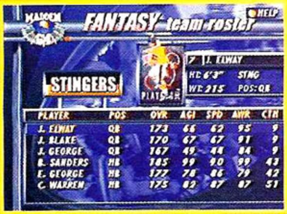
NAME	TEAM
1 PLAYER 1	AARDVARKS
2 PLAYER 3	CROCODILES
3 PLAYER 2	STINGERS
4 PLAYER 4	VULTURES


FANTASY draft

PLAYER 3
POSITION: QB
SORT BY: OVR
VIEW TEAM
2 LEFT TO DRAFT

ROUND: 9/49
8 | T. AIKMAN
HT: 6'4" POS: QB
WT: 219

PLAYER	OVR	AGI	SPD	AWR	CTH
T. AIKMAN	172	64	59	95	9
J. BLAKE	170	67	67	91	9
D. MARINO	170	49	39	98	7
TESTEVERDE	169	67	57	90	7
J. GEORGE	167	49	44	84	9


FANTASY team roster

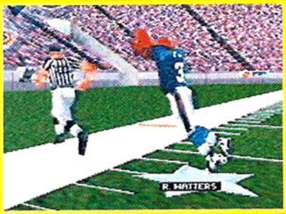
STINGERS

7 | J. ELWAY
HT: 6'3" STNG
WT: 215 POS: QB

PLAYER	POS	OVR	AGI	SPD	AWR	CTH
J. ELWAY	QB	173	66	62	95	9
J. BLAKE	QB	170	67	67	91	9
J. GEORGE	QB	167	49	44	84	9
B. SANDERS	HB	185	99	90	99	43
E. GEORGE	HB	177	78	86	79	42
C. WARREN	HB	175	82	87	87	51

draft day

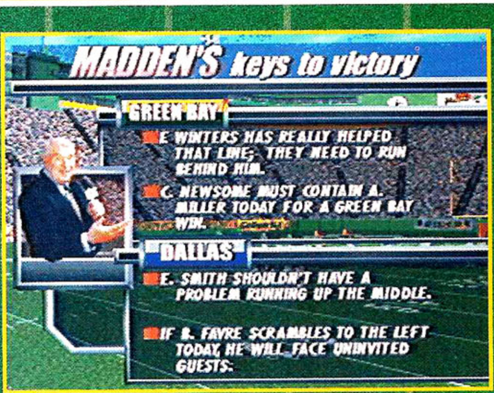
Draft Day in Madden 64 begins with the selection of how many players will be selecting teams—either four or eight in any combination of Human or Computer players. Next, you choose a team name, then the draft begins. You'll choose players by position, ordering them according to whatever trait you most highly prize. For instance, you can order all quarterbacks by agility, speed, or overall rating. After choosing teams, you'll enter a tournament in which you and the other fantasy league owners play games.



extras

When you pause the game, Madden 64 gives you tons of useful optional settings. Some of the most important are for substitutions, timeouts, injury reports and settings. Stats, scoring summary and drive summary also add to the fun. Under the settings option, you can choose from three different skill levels and eight camera positions. You can also set the frequency of penalties and determine what audible plays you will call. Other on/off categories include the fast blitz mode, injuries, Maddenisms and fatigue.

stadiums


MADDEN'S keys to victory

GREEN BAY

- E. WINTERS HAS REALLY HELPED THAT LINE; THEY NEED TO RUN BEHIND HIM.
- C. NEWSOME MUST CONTAIN A. MILLER TODAY FOR A GREEN BAY WIN.

DALLAS

- E. SMITH SHOULDN'T HAVE A PROBLEM RUNNING UP THE MIDDLE.
- IF B. FAVRE SCRAMBLES TO THE LEFT TODAY, HE WILL FACE UNINVITED GUESTS.

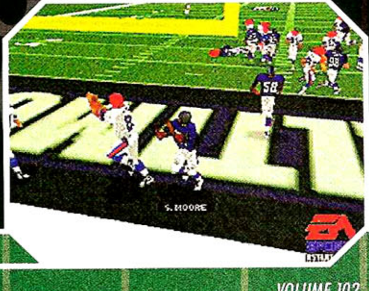
madden speaks

When John Madden talks about football, people tend to listen. The veteran color commentator also ranked as one of the top NFL coaches during his stint with the Raiders. You can pick up valuable tips from Big John in his comments preceding every game. He lists two crucial points about each team, pointing out strengths and weaknesses that you can exploit. For instance, he may point out that a certain team has a weak offensive line that could leave the QB vulnerable. If you take that information and call lots of blitzes, you could score multiple sacks. Madden also makes comments during the game.

Power Picks

Erich Waas

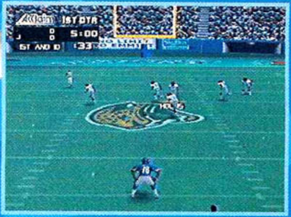
I think Madden is a little bit better game on the whole. Obviously Quarterback Club looks great, but even here I think Madden has at least one edge. The animation in Madden is more lifelike, less sharp and jerky. And I think Madden is more fun to play. It's also by far the best Madden football game you can get. This is a must have game.



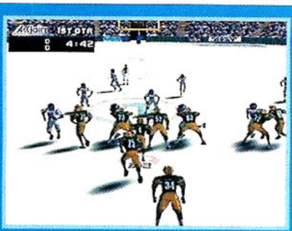
weather

extreme ball

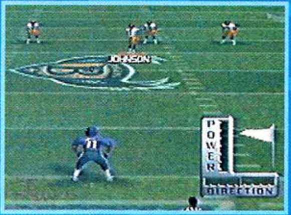
Depending on the mode of play and the stadium where the game is being held, you may be subjected to the forces of mother nature. The seven settings in QB Club include Auto, Rain, Hot, Cold, Fair, Snow and Windy. You can select just one of the elements, though, so you won't wind up having a snowy hurricane. Auto sets the weather function to a random but appropriate setting if you're playing outside. You won't end up in a blizzard in Miami, for instance. Once you begin play, you'll see the weather conditions on the field and a little flag indicates wind direction and speed in the lower right corner. Wind effects passing and kicking while rain and snow effects speed and agility. Heat and cold don't seem to have much effect on the game.


1ST QTR
5:00
1ST AND 10
:33

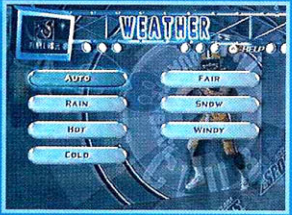
Rain slows down players and makes passing plays harder to complete.



Snow makes everything a bit tougher. Passes are harder to catch and you don't run as fast.


JOHNSON
POWER
DIRECTION

Wind effects the kicking game and passes, especially long kicks and passes.


WEATHER
HELP
AUTO
RAIN
HOT
COLD
FAIR
SNOW
WINDY

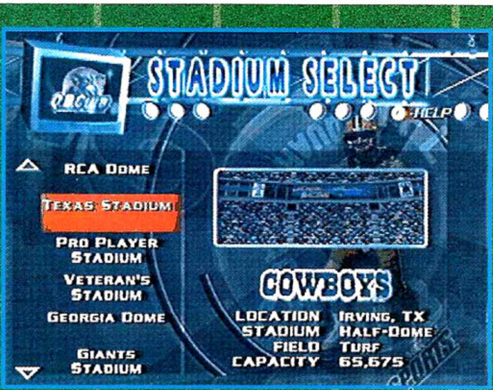
You can select the type of weather in the preseason and exhibition modes.

Power Picks

Paul Rush

Madden 64 is my choice, mainly because the play control is better. It's easier to decipher the plays, and the blocking schemes are better in Madden. QB Club looks better and the pass plays are more realistic. I got tired of the announcers on both games. I liked the historical and All-Madden teams, but I also liked the scenario set up in QB Club.

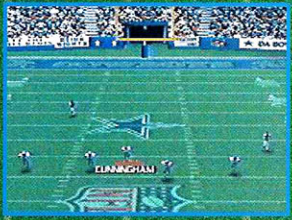
stadiums


STADIUM SELECT
HELP
RCA DOME
TEXAS STADIUM
PRO PLAYER STADIUM
VETERAN'S STADIUM
GEORGIA DOME
GIANTS STADIUM

COWBOYS

LOCATION IRVING, TX
STADIUM HALF-DOME
FIELD TURF
CAPACITY 65,675

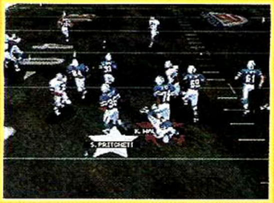
Real teams in real stadiums–that's what the NFL license will get you. QB Club boasts all NFL stadiums, from the aging bleachers of Chicago's Soldier Field to the indoor playgrounds like the RCA Dome in Indianapolis. The view is limited to field level, though. Obviously, the biggest difference will be weather. Indoor domes don't have it. Outdoor stadiums have only the type of weather that you might expect in that region.


CUNNINGHAM

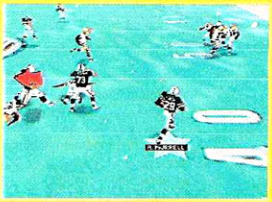
weather

let it snow

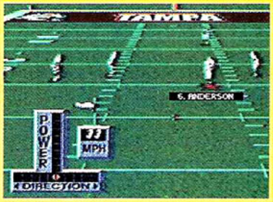
One of the few outstanding graphic advantages for Madden 64 comes in respect to its depiction of weather in outdoor stadiums. The development team at Tiburon didn't just pay lip service to the elements, they did it right. Not only do you end up with white stuff on the ground that makes running passing routes more treacherous, you also get fat flakes floating in front of the screen and heavy clouds hanging over the field. Part of the mood is set by the camera pan at the beginning of the game. You see sky and stadium together, then the view pans down to the playing field. The lighting on the field is dependant on the sky conditions, so in the rain it's rather dark and dreary and at night it's artificially bright. In contrast, the weather conditions in QB Club don't seem to change the lighting or field at all, except for the white cover of snow. And QB Club doesn't have a night option.



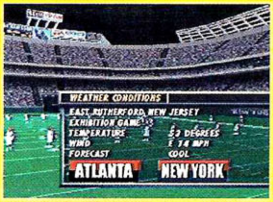
The ground actually looks sodden when it rains in Madden 64. It's a more dramatic effect than in QB Club.



Snowflakes just look better in this game than in QB Club. The flakes vary in size and the view is more realistic.



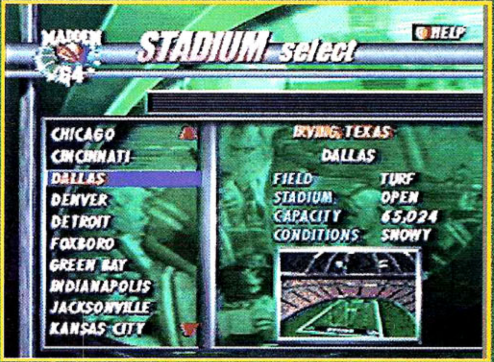
You can't see wind, other than its effect on flags, but it can affect the kicking and passing game.



WEATHER CONDITIONS
EAST RUTHERFORD, NEW JERSEY
EXHIBITION GAME
TEMPERATURE 53 DEGREES
WIND E 14 MPH
FORECAST COOL
ATLANTA NEW YORK

In Madden 64, you can choose Rain, Snow, Wind, Fair or Night settings for your game.

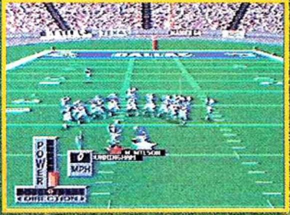
stadiums



CHICAGO
CINCINNATI
DALLAS
DENVER
DETROIT
FOXBORO
GREEN BAY
INDIANAPOLIS
JACKSONVILLE
KANSAS CITY

IRVING, TEXAS
DALLAS
FIELD TURF
STADIUM OPEN
CAPACITY 65,024
CONDITIONS SNOWY

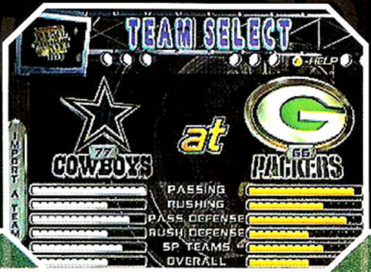
Here's the other area in which Madden 64 has the graphical edge on its competition. The home stadiums of each team look very realistic and detailed. The view in QB Club is always angled in such a way that you never get a really good look at the stadium. In Madden 64, the initial camera pan moves lovingly around the 3-D stadium, and it's quite impressive. For setting the scene, Madden 64 does it best.



Power Picks

Chris Inclenrock

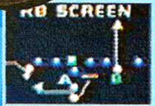
When it comes down to it, I'd have to say my choice goes with QB Club. Madden's custom seasons and all the historical teams give players a lot of depth. Try pitting the 85 Chicago team against the All-Madden team for a real hard-nosed match. But QB Club's graphics, the simulation option, the instant replay and the huge play book are the clinchers.



offense formations

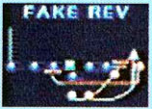
DOUBLE TE

With a tight end on either end of the line, these formations give you extra blocking for running or passing plays, plus extra eligible receivers. Make sure you have two "hands" guys on your team.



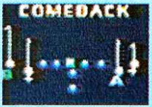
FAR/NEAR

The 20 plays in this two back formation are a nice mix, with lots of misdirection and some deep threats. Look to this category for some game breakers—any play designated DP for Deep.



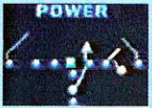
ONEBACK

This formation has lots of pass plays including the Hail Mary and DP Strike. The Comeback is a safe play since you don't throw over the heads of the defensive backfield to reach the receiver.



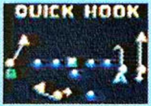
POWER I

The running back and tailback provide QB protection on most of these plays. The WR Fly and Deep Curls are big gainers. As in all formations, one or two plays may vary for each team.



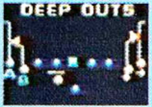
PRO-SET

Two flanking backs set up to the left and right behind the QB in the Pro-Set. This allows for good blocking on running and pass plays. The Quick Hook sets up fast. Drop, look and throw.



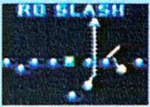
RUN & SHOOT

The Run & Shoot is a shotgun formation in which the single running back usually provides extra protection. Run the Deep Outs in your two-minute drill. You'll be able to get out of bounds and stop the clock.



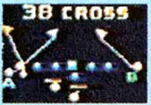
SHOTGUN

The QB sets up several steps behind center and a lone back blocks or becomes an extra receiver. Although primarily a passing formation, you can also run from the Shotgun using RB Slash and six other plays.



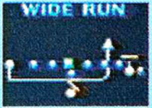
SPLIT

This two back formation uses a halfback and running back, two wide receivers and a single TE. There's a good mix of plays available, from the Deep Post and 38 Cross to the RB Count.



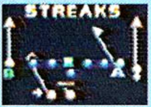
TRIPS

Two wide receivers line up on the same side as the TE while a third WR splits wide on the opposite end of the line. This is a deep threat formation, but you can confuse opponents by running, as well.



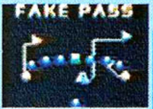
WING T

A fullback and wingback, or halfback define the Wing T formation. Slanting patterns such as Streaks give you the opportunity to catch the ball and keep running. Try the one-hand catch on this one.



FG/PUNT

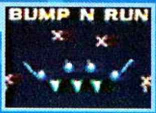
Like you might guess, these two categories give you all the possibilities for real and fake Field Goal attempts and Punts. You can kick, fake and run or fake and pass on either FG or Punt.



defense formations

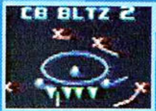
3-4

Three down linemen and four linebackers define this formation. Depending on your personnel, this could be your primary defensive formation. When the LBs play back, you have eight man pass coverage.



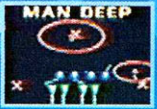
4-3

Another primary defensive formation, the 4-3 uses four linemen and three linebackers. It's good for containing the run, blitzing and short zone pass coverage. On passing downs, bring the CB in on a blitz.



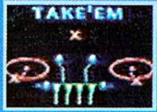
4-4

On short yardage downs, the 4-4 gives you the option to stuff the run or break up short passing plays. Since you're susceptible to deep pass plays, protect yourself by choosing an audible with deep coverage.



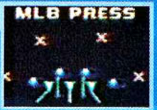
4-6

The 4-6 puts two linebackers on the line. They can rush or fall back into shallow coverage if need be. On defense, you should control one of the LBs and react to the play as it develops.



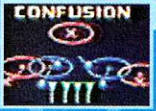
50

Three down linemen and two LBs on the line form the backbone of the 50. In the MLB Press, while the offensive line is pushed out, the MLBs rush up the center. Look for other blitz moves in this formation.



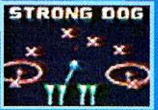
6-2

Six men on the line and two linebackers make this formation a deterrent to running. You can also call for pass coverage like the Confusion play in which the LBs drop back into zones.



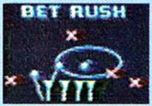
DIME

The Dime is primarily a deep pass prevention defense with a single linebacker and six defensive backs. Plays such as the Strong Dog provide pass coverage while the LB blitzes.



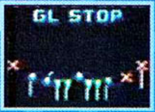
EAGLE

Three linebackers, four on the line, one safety and three corners make up the Eagle. Most of the plays here are pretty complex, so study the diagram and know your assignment or you could blow it.



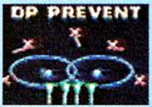
GOAL LINE

The name says it all. When you have to stop the opponent in short yardage situations, this is the formation to use. You'll have seven men on the line and the corners only a step back. Watch for the pass!



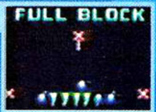
NICKEL

Another solid package, the Nickel is excellent for blitzing and providing pass coverage. Essentially, it's a 4-2 formation with five deep backs. DP Prevent protects against any pass play.

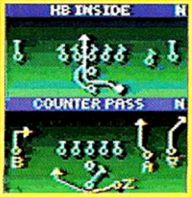


FG/PUNT

For Field Goals, you can try to block the attempt or defend against the fake run or pass. For punt, in addition to the options listed for Field Goal defense, you can choose a midfield return.



offense formations

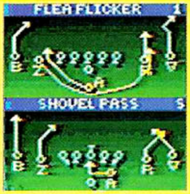


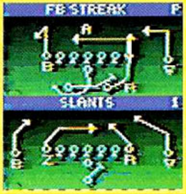
3WR

Madden's playbook begins with situations rather than formations. After selecting a formation, you'll find 12 plays. The 3WR is a good choice in passing situations since you'll have formations with three wideouts and two running backs for protection, screens or receiving. The Counter Pass and HB Inside are found in the Near formation.

4WR

If you select 4WR, you'll have two formations to choose from, including Shotgun and Single BK. In Single BK, you'll have 21 plays, including the wild Flea Flicker and Hail Mary passes. Under Shotgun, you'll have 24 plays including the Deep Outs (one of your best pass plays) and the quick Shovel Pass.



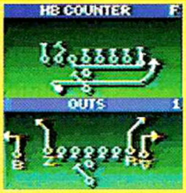


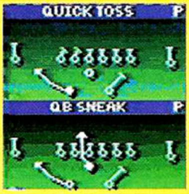
BIG

You'll have five formations under the Big lineup: Far, Near, Pro-Form, I-Form and Single BK. FB Streak is found in the Pro-Form along with 11 other plays. Far and Near contain just six and nine plays respectively. You'll find the Slants pass under Single BK and the Quick Slants variation under the I-Form.

JUMBO

Jumbo gives you the same five formations as Big. HB Counter is a Far formation and Outs is found in the nine Single BK plays. If you want running plays, look to the Pro-Form for some good choices like the Off Tackle and Quick Toss plays. Also, check out the I-Form for running plays.



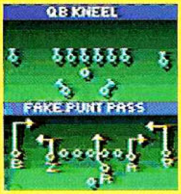


NORMAL

The Normal category gives you all six formations including Shotgun. The Pro-Form formation includes the Quick Toss, QB Sneak and 16 other plays such as the Out and Ups and long distance All Streaks. Under the Shotgun formation, you'll find 24 plays, mainly passing plays geared for deep threats. Get to know Normal.

SPECIAL

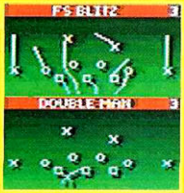
Special plays use special team squads and cover the basics such as Punts, Field Goals and Stop the Clock spikes. You can choose from fake punt passes and runs to fake Field Goals. Stay away from this category except on fourth down and in critical situations.

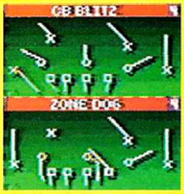


defense formations

3-4

You'll select defensive formations directly in Madden 64, unlike offensive plays that begin with a situational selection. With three down linemen and four LBs, the 3-4 is a solid defense under most normal conditions. You'll find six blitzes in the 12 plays available to you.



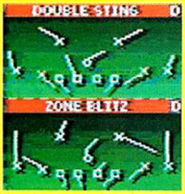


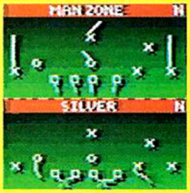
4-3

Fifteen plays can be selected in the 4-3 formation. This is an excellent lineup to use against running teams and in running situations. The confusing Zone Dog sends two linebackers on the rush while the corners drop back. The CB Blitz sends one corner after the QB. The Man Zone is a good play if you don't know what's coming.

DIME

Only six plays can be called from the Dime, and they are primarily designed to stop the pass, either by blitzing or covering receivers with up to seven backs. The Prevent is the most useful in obvious passing situations or near the end of a game when your opponent needs big yards fast. The Double Sting sends in two LBs.



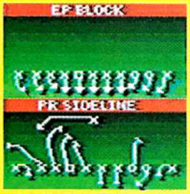


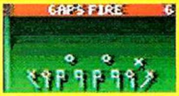
NICKEL

Once again your choice is limited to just six plays, but the Nickel defense is versatile and performs well against both the run and the pass. If you don't go with the 3-4 or 4-3 most of the time, look at the Nickel. Lots of man-to-man coverage lets you rely on the skill of your team while you react to the play as it unfolds.

SPECIAL

Nine plays are available under the Special teams category. For punts, you can block, return up the middle, up the side or use the Safe call, which is an attempted block with one man back to receive the punt. You can block left an right or attempt an EP Block straight u the middle.



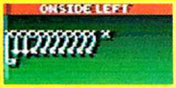


GOAL LINE

There are nine different plays to use in the red zone. Each uses a slightly different strategy for trying to get inside and plug any holes. You can call the blitzes anywhere, but it's risky.

ONSIDE KO

During a kick off, you have the choice to set up for an onsides kick. Unless the other team is losing badly, don't look for this tactic.



draft, trade or steal

the irresistible force

We compared the stats for the top NFLPA players in both Madden 64 and QB Club '98 to create the best picks for your team. You may not be able to draft all of these all-stars since other teams will be looking to pick them up, also. And if you're playing with the salary cap activated, well, you can forget about signing them all. But don't despair. You can trade for players you did not draft and you can turn off the salary cap.

QB—Brunell, JAX

LT—Whitfield, ATL

LG—Roberts, NYJ/NY

C—Everitt, PHI

RG—Allen, DAL

RT—Davis, ATL

RB—Sanders, DET

FB—Centers, ARZ/Phoenix

WR—Rice, SF

TE—Coats, NE

K—Carney, SD

P—Feagles, ARZ/Phoenix

Since Madden 64 doesn't have the NFL license, we've listed both the NFL team name and the Madden city name when they differ. As for the criteria of picking our hottest offensive players, we looked at overall player ratings in Madden and the individual attribute ratings in QB Club to determine the best players. All rankings are based on 1996 personal season stats.

the immovable object

The top defensive players as rated in both games will complete your fantasy 22. Defensive players in QB Club are rated on the following attributes: speed, strength, hands, agility, endurance, discipline, and awareness. In Madden 64, players are ranked in 15 separate categories, but they are also given an overall rating. We used the overall ratings, but you might place a higher value on a particular category, such as speed or agility.

ILB—Thomas, MIA

MLB—Nickerson, TB/Tampa

OLB—Thomas, KC

NT—Bryant, SF

DLE—White, GB

DRE—Sapp, TB/Tampa

DLT—Fuller, SD

DRT—Stubblefield, SF

CB—Sanders, DAL

CB—Green, WAS

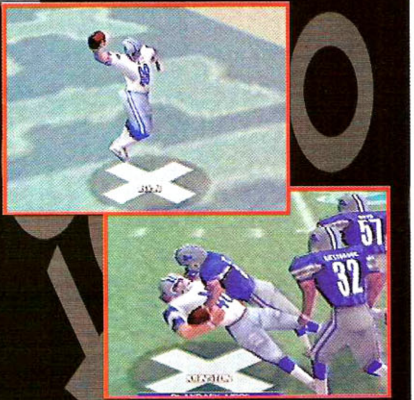
S—Atwater, DEN

S—Lake, PIT

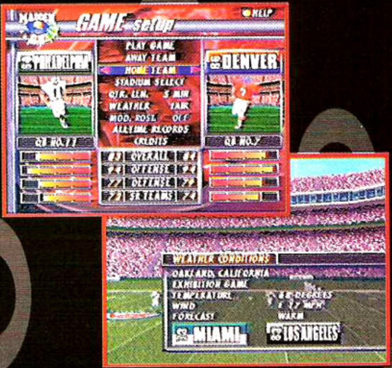
Even if you don't pick up all of these all-stars, picking up a few key players will give you a powerful nucleus for a winning team. Also keep in mind that players who rank close to the top will also give you good value. In some cases, more than one player has a top ranking, although we've only listed one. If you're drafting with the salary cap activated, look for good deals. For instance, not only is Mark Brunell a top rated QB, his salary is under a million.

the top teams

We've listed the top offensive and defensive teams based on the ratings in each game, but we didn't include the top combined team because no combined score exists. If you look at the positions of the top teams, though, you can see that Dallas and Green Bay are the top two balanced teams. Playing with either Dallas or Green Bay obviously gives you an edge.



Although we didn't list any of the specialty teams, you'll find that they may also rank extremely high. In Madden 64, the All-Madden team has an overall rating of 100. You'll also find dozens of the best teams from history like the Green Bay championship team of 1966 or Chicago in 1985. Quarterback Club also includes 90 top teams from the past. QB Club ratings aren't as easy to read since they appear as bars on a meter rather than numbers.


GAME setup
HELP
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN.
WEATHER
MOD. ROST.
ALLTIME RECORDS
CREDITS
PHILADELPHIA
DENVER
OVERALL
OFFENSE
DEFENSE
SP. TEAMS
WEATHER CONDITIONS
OAKLAND, CALIFORNIA
EXHIBITION GAME
TEMPERATURE
WIND
FORECAST
WARM
MIAMI
LOS ANGELES

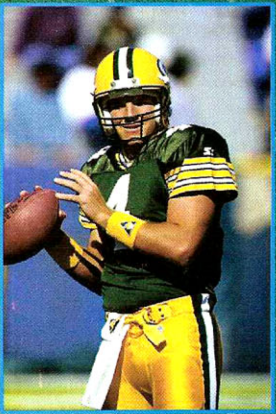
offensive team rankings

1. Dallas
2. San Francisco
3. Oakland
4. Green Bay
5. New England/Foxboro
6. Denver
7. Detroit
8. Pittsburgh
9. Minn./Minn.
10. Washington
11. Cincinnati
12. Jacksonville
13. Kansas City
14. Carolina/Charlotte
15. Miami
16. Philadelphia
17. Seattle
18. Baltimore
19. New York Jets/NY
20. Arizona/Phoenix
21. Buffalo
22. Tennessee/Nashville
23. St. Louis
24. San Diego
25. Tamp Bay/Tampa
26. Indianapolis
27. Atlanta
28. Chicago
29. New York Giants/NY
30. New Orleans

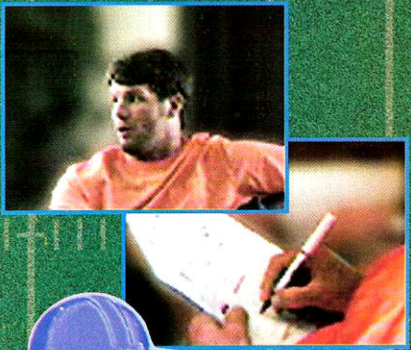
defensive team rankings

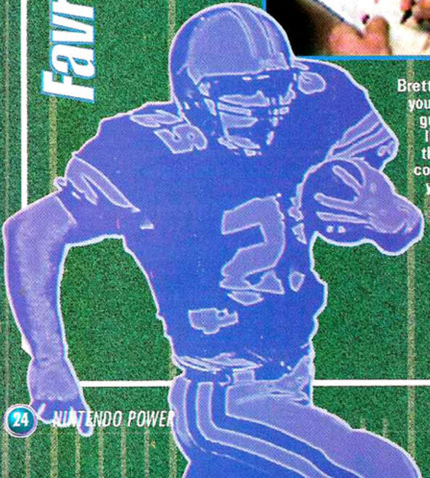
1. Detroit
2. Dallas
3. Pittsburgh
4. Green Bay
5. Miami
6. Cincinnati
7. Oakland
8. Buffalo
9. San Francisco
10. Carolina/Charlotte
11. Minn./Minn.
12. Tennessee/Nashville
13. Seattle
14. St. Louis
15. Tampa Bay/Tampa
16. New England/Foxboro
17. Kansas City
18. Denver
19. Washington
20. New York Jets/NY
21. Indianapolis
22. Atlanta
23. New York Giants/NY
24. San Diego
25. Chicago
26. Arizona/Phoenix
27. Philadelphia
28. Jacksonville
29. New Orleans
30. Baltimore

Favre's favorite plays



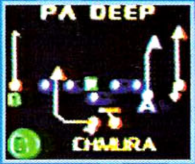
When Brett Favre started college at Southern Mississippi, he was the seventh string quarterback. Now, after leading the Green Bay Packers to the Super Bowl championship, Favre is arguably the best of the best. Who better to collaborate with the developers of QB Club at Iguana Entertainment? Brett may not have written any code, but he did supply special plays for the game, which we have obtained thanks to Acclaim. The plays drawn out here by the Super Bowl MVP are just a sample of Brett's input. Through the course of development, Favre kept in touch with Iguana, consulting on the vast number of plays included in QB Club, which number over 500.

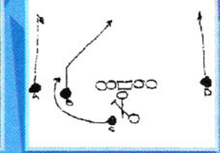


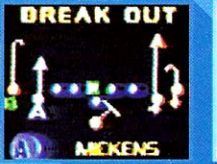


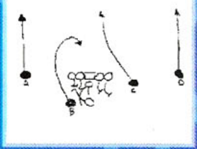
Brett Favre, "When you look at the graphics it looks like the real thing. It's very cool stuff. If you're playing in the snow, it actually accumulates on the field."

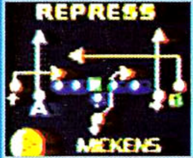
At last year's Quarterback Club competition, Brett Favre got together with the development team from Acclaim and Iguana Entertainment to review progress on the game and chat about football. He sketched out several plays that were included in the game with some modifications. Below are Brett's plays and the final form of the play in QB Club.

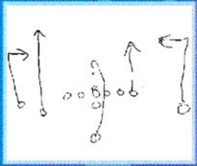


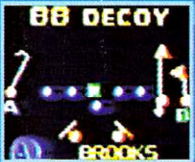


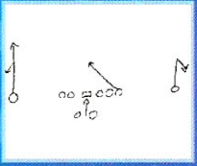


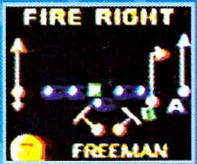


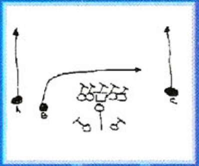


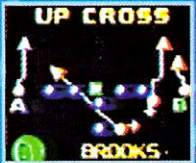


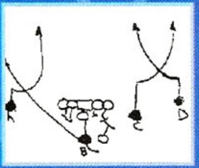








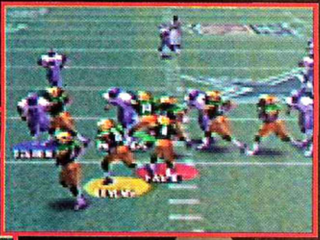


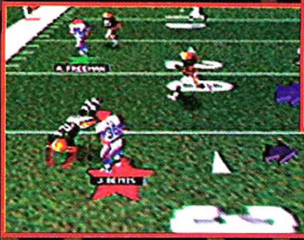


multiplayer

party on the n64

Both Madden 64 and NFL QB Club '98 support multiplayer modes in which up to four players can plug into the N64 and join in the action. Players can choose either team, so you could have one-on-one, two-on-one, two-on-two, or one-on-three. In fact, you can all choose the same team and play against the computer if you want. There are no significant differences between the two games when it comes to multiplayer matches. The most important strategy is to coordinate with your teammate or mates. If they ignore set blocking schemes, you won't get very far.

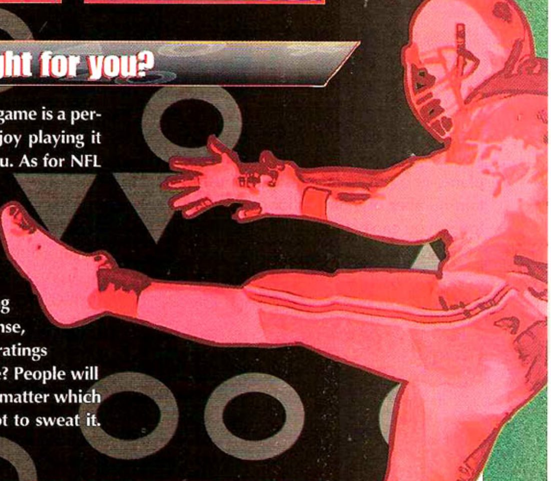


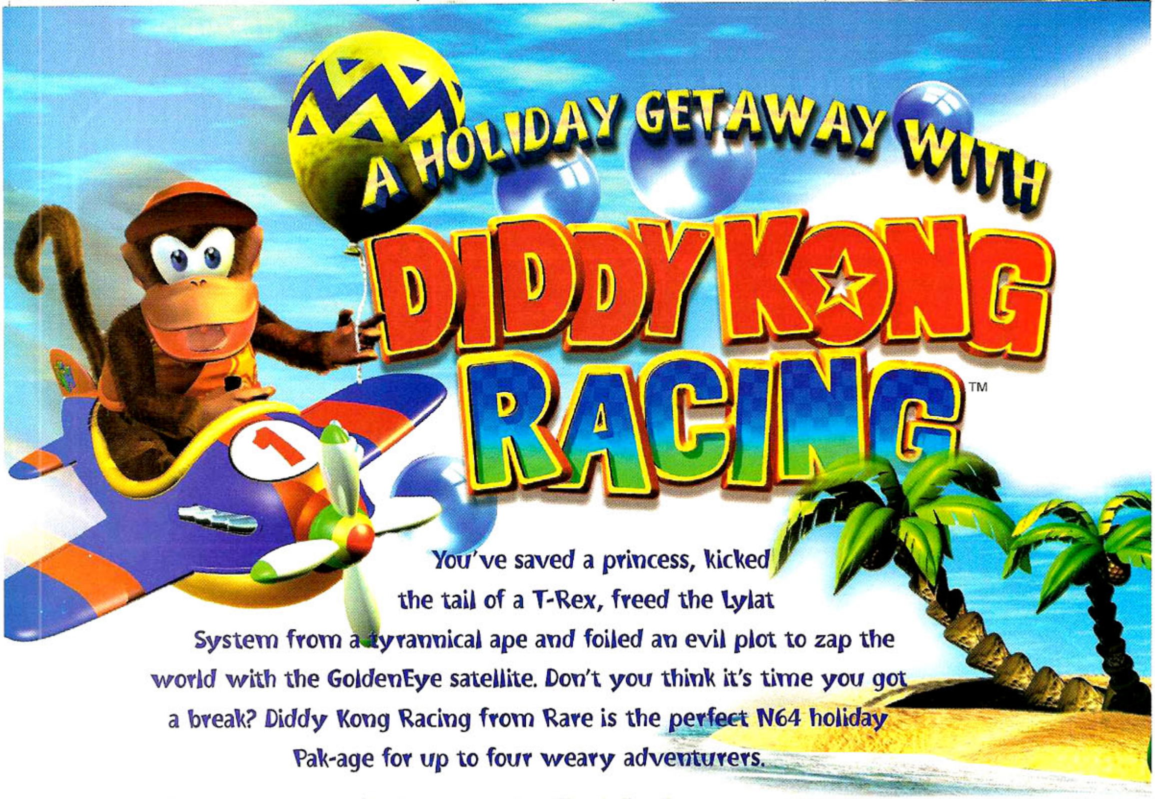


the bottom line

which game is right for you?

My, oh my. What to buy? In the end, buying any video game is a personal choice. If a game appeals to you and if you enjoy playing it who cares what the experts say, that's the game for you. As for NFL Quarterback Club '98 and Madden 64, you've seen the arguments for both games. Our pro evaluators split five to three in favor of QB Club, but more than anything that just shows that both of these games are fun. We all agreed that QB Club's graphics are superior on the whole and that the Madden 64 play-calling system is probably superior. QB Club has the NFL license, scenarios and more options. Madden 64 has a better ratings system and is easier to learn. So what's the bottom line? People will be arguing over these two games for the next year. No matter which one you get, it will be your favorite. Our advice is not to sweat it. With choices like this, you just can't go wrong.



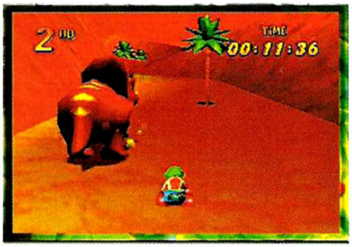


A HOLIDAY GETAWAY WITH DIDDY KONG RACING™

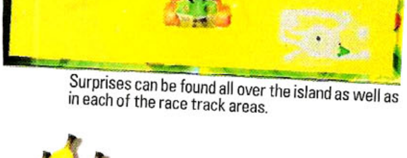
You've saved a princess, kicked the tail of a T-Rex, freed the Lylat System from a tyrannical ape and foiled an evil plot to zap the world with the GoldenEye satellite. Don't you think it's time you got a break? Diddy Kong Racing from Rare is the perfect N64 holiday Pak-age for up to four weary adventurers.

CRUISE TO ADVENTURE

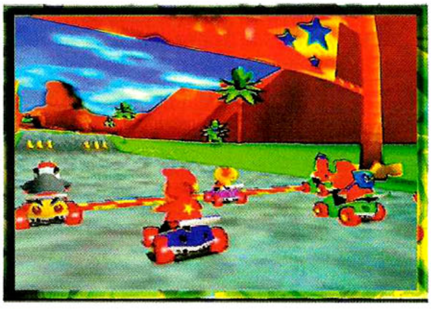
Once you set sail in the adventure mode of DKR, you'll find that it's a lot like Super Mario 64. The biggest difference is that instead of each stage being filled with koopa-stomping action, each stage is filled with racing action in which you cruise in a car, a plane, or a hovercraft. Instead of using Stars to unlock a new stage, you'll need a certain number of Gold Balloons. For instance, if you have ten balloons, you can enter any door bearing the number ten. Each world has a "lobby" area from which you enter the four, main race tracks. Worlds also have boss areas, locked bonus areas, Silver Coin Challenges and trophy races, which are full seasons of racing on the four tracks. You'll need to complete all the races to earn the Amulet Pieces and reach the ultimate challenge.



If you win each of the four races, you'll move on to face the challenge of a special boss race against a champ like Tricky the triceratops.



Surprises can be found all over the island as well as in each of the race track areas.



Your goal in the trophy challenge is to score points by placing among the top finishers in each race.

AN ISLAND PARADISE

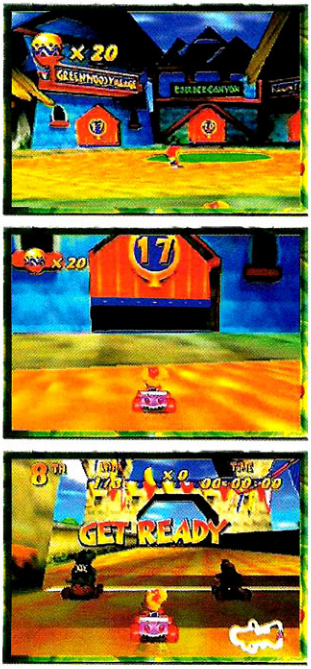
2ND
LAP 1/3
×2
TIME 00:05:72

The island is a magical place, full of surprises and challenges to delight travelers of all ages and gaming persuasions. Besides the many adventure races, you'll face challenges from Taj, the magical blue elephant who hangs out in the center of the island. Taj helps you out, too. He can switch your vehicle to make exploring the island paradise more fun. You're welcome to go everywhere and do anything—cruise through the tunnels, chase frogs, or splash around in the ocean surf. Although the first world, Dino Domain, is easy to reach, you'll have to explore every nook and cranny to find the other three worlds, Snowflake Mountain, Sherbet Island and Dragon Forest.

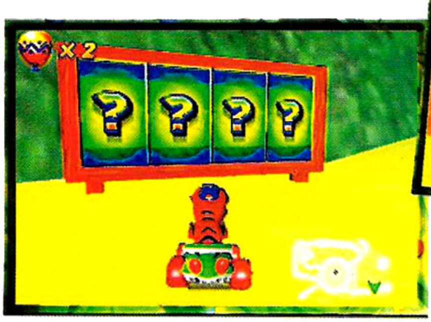
The Wizpig has sealed the island's race tracks. Only a true champion can open them all.

THE DARK CLOUD

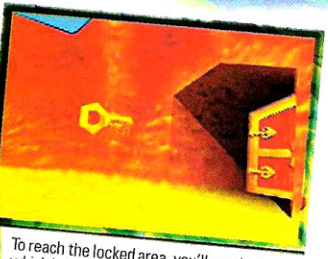
Once you arrive at the island, you'll learn that not all is perfect in paradise. But don't worry. The intrigue just makes the adventure that much more fun. It seems that the mighty Wizpig has sealed off the island's world-famous race tracks and the only way to break the spell is with Taj's Gold Balloons. If you want to be the hero of the island, you'll have to win the balloons needed to open the race tracks. Eventually, you'll face the Wizpig himself. For those who want less stress in their holiday, they can forget about the Wizpig and his evil designs and simply race against up to three other holiday-goers in a variety of vehicles. Set your own pace...that is, as long as it's a fast one.



In the lobby, you can see all the race track doors. If you have enough Gold Balloons, just drive up to the door and get set to race.



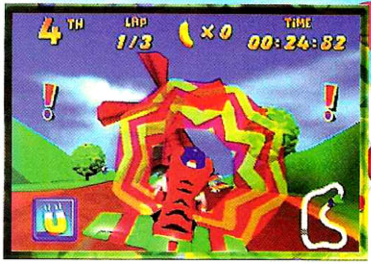
What does this mysterious sign do? Only the best racers will ever uncover its secret.



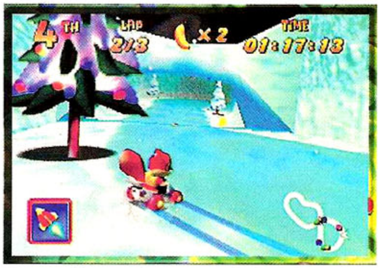
To reach the locked area, you'll need a key, which is hidden on one of the tracks in that world.

BY LAND, AIR AND SEA

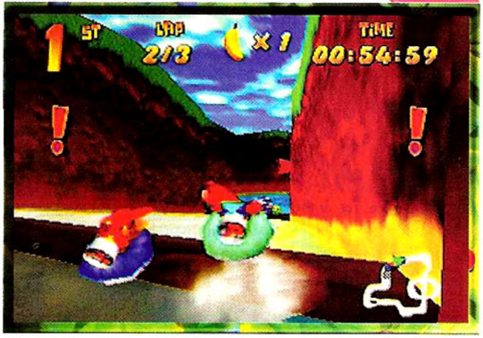
Getting around on your Diddy Kong Racing holiday will be the least of your problems. Some courses are best suited for cars, while others were designed for planes or hovercraft. During your adventure, you'll use the type of craft that has been preselected for each track. After you complete every challenge on a track, you can return and race with any other available vehicle. Terrain on a track sometimes limits your choice. On a water course, you'll never have the car as an option, but you might have both the hovercraft and airplane. Multiplayer races have the same terrain limitations. In the central area of the Timber's Island, you can use any vehicle to explore every inch.



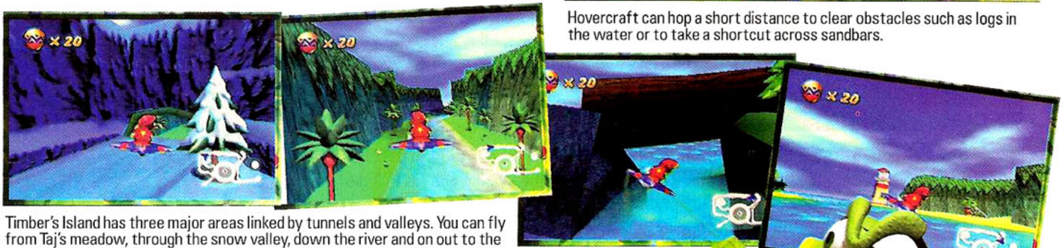
Zippers speed vehicles along with a boost of power if you fly or drive over or through them.



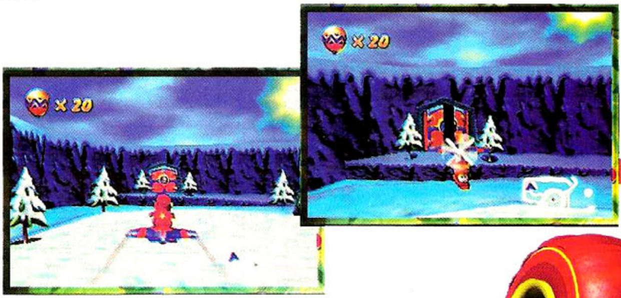
Cars can slide around corners to maintain their top speed.



Hovercraft can hop a short distance to clear obstacles such as logs in the water or to take a shortcut across sandbars.



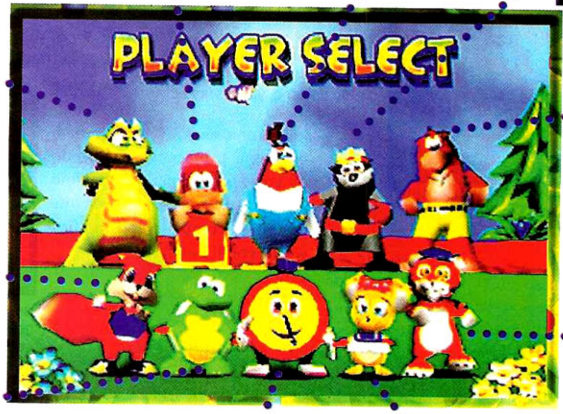
Timber's Island has three major areas linked by tunnels and valleys. You can fly from Taj's meadow, through the snow valley, down the river and on out to the beach.



Each vehicle has unique handling attributes. In the plane, you can fly in a tight loop.

FOREIGN DRIVERS

You're not the only one who wants to save the island from the Wizpig. Eight enthusiastic characters vie for the distinction of winning each race. You'll choose one to use for your driver and the others will race against you. If you wish, you can choose a different driver for every race. The game saves the progress of your adventure in one of three memory slots.



DIDDY KONG

"I'll go anywhere they've got bananas."

DRUMSTICK

"I'm a flyer, not a fryer. Get me out of this place."

BUMPER

"Badgers don't stink, no matter what anyone says."

KRUNCH

"K. Rools! Wizpig stinks!"

BANJO

"Anybody seen a Red-crested Bree Gull around here?"

CONKER

"Ah, nuts. I was supposed to star in Rare's first game."

TIMBER

"Why is it that people always run away when they hear my name?"

TIPTUP

"Slow and steady won't win many races around here."

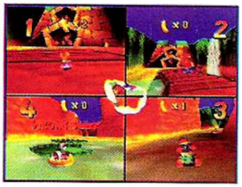
T.T.

"The greatest challenge is to set the fastest time."

PIPSY

"I may squeak under the wire, but don't call me a pipsqueak."

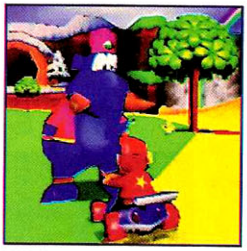
FOUR'S COMPANY



Once an area is clear, or in multi-player mode, you can choose any available vehicle.

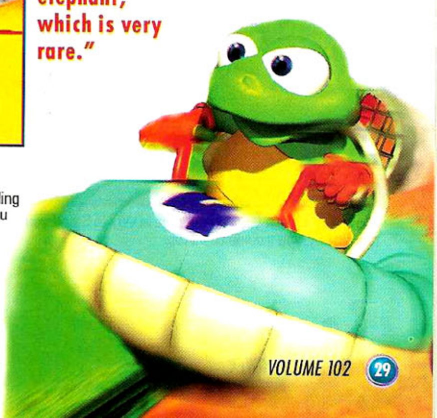
Racing in the adventure mode of DKR is a great challenge, but it's not the only excitement in store for you during your holiday excursion. If you plug in a few more controllers, you can race with two, three or four friends. Any track that has been visited during the adventure mode will be accessible to multiplayer racers. You can choose any available vehicle and driver, then do your best to be in the front at the end of three grueling laps. You can also choose multiplayer trophy race tournaments and Capture-the-Egg races. Even in four-player mode, with the TV screen quartered, the graphics look excellent.

TAJ



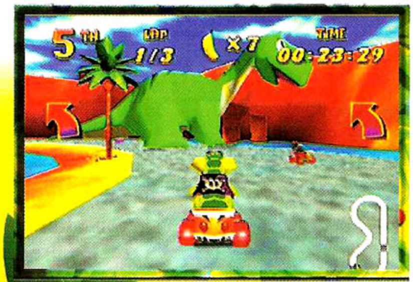
"Hello, my friend. I am a magical blue elephant, which is very rare."

Taj isn't a driver, but he will challenge you to races. He also helps you by switching vehicles, awarding Gold Balloons, and introducing you to the game.

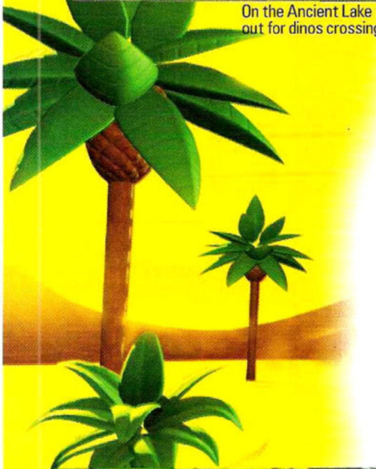


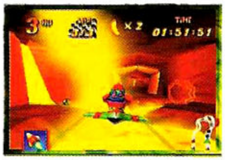
VISIT EXOTIC LANDS

For anyone who has ever dreamed of exploring tropical islands or arctic mountains, or visiting a place where live dinosaurs roam, or discovering a fairy-tale world of windmills and dragons—and then racing in them—the dream is finally coming true. Each DKR world has a central theme, but each track is unique. Some tracks are on land, others are in the air and some leave a foamy wake across the waves, but all of them require strategy and skill. Everytrack is paradise at high speed.



On the Ancient Lake track, watch out for dinos crossing the road.

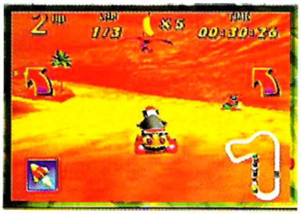




If you keep your cool in Hot Top Volcano, you'll stay out of the heat.

DINO DOMAIN

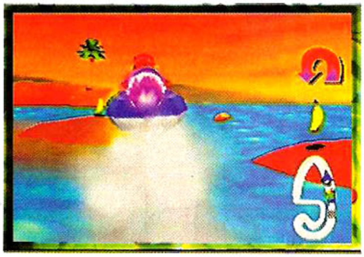
What was the main thing missing from Jurassic Park? Fast rides, of course. In Dino Domain, all you get is fast rides. Not only will you race past dinosaurs, you'll race fast dinosaurs up a mountain. From subterranean, volcanic tunnels where racers fly through spouts of lava to roads crisscrossed by roaming brontosaurs, Dino Domain creates a Cretaceous crescendo of cross-country cruising. Dino Domain is the easiest of the worlds to complete and the first world you'll enter.



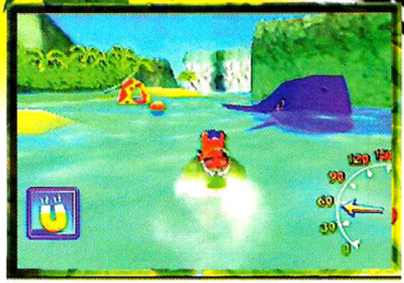
Don't miss the pterodactyls or the shortcut near the end of Fossil Canyon.

SHERBET ISLAND

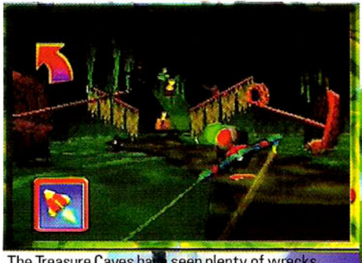
Come race on the islands, mon. The sun, sand and surf dazzle vacationers and beckon to those who want to race over waves where whales wallow and octopi occupy the watery deep. Much of the racing takes place in hovercraft, so chances are that you'll get wet if you don't practice.



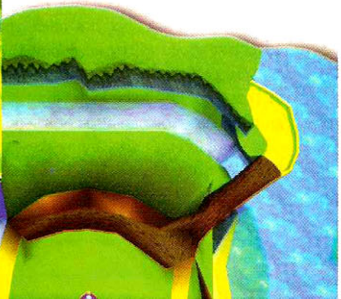
Hit the zipper so you don't hit the rocks in Pirate Lagoon. There are shortcuts everywhere.



It's never a fluke if you win the race in Whale Bay. If you hit this big boy, you'll come to a stop.



The Treasure Caves have seen plenty of wrecks. Don't become one of them.



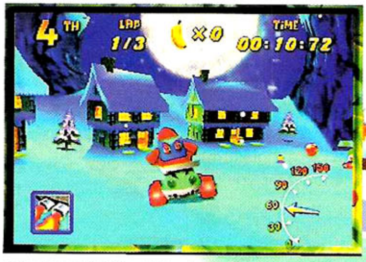
RARE TREATS

You may drive too fast to notice, but Rare created a graphics masterpiece in Diddy Kong Racing. The most impressive technology is a proprietary system called Real-Time Dynamic Animation, or RDA. At the heart of RDA are two methods of animating polygonal characters. The most common form of polygon animation requires frame data, for which you have to know exactly what motions will be used in the game. Another type of animation is kinematics. The kinematic data is more generalized, but it can follow rules that change the outcome of a motion. In most games, when an animation sequence begins, it can end just one way. Once you've seen one dragon punch, you've seen them all. But in DKR, once motion data begins the animation, kinematic data can alter it, giving you a unique sequence.

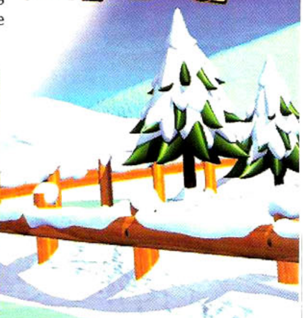
Rare included other graphics effects in the massive 128 megabit game to enhance the DKR worlds. The use of texture skinning, specular highlights and environment maps has been seen in other games, but never all together in one game with such large worlds. Look closely at the objects speeding by and you'll see subtle touches that show that Rare truly went ape over Diddy Kong Racing.

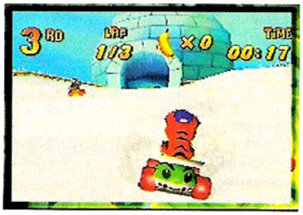
SNOWFLAKE MOUNTAIN

Snowflake Mountain may turn out to be a winter wonderland or a slippery slope, depending on how you handle icy tracks, bounding snowballs and other frosty forms of fun from the frozen north.

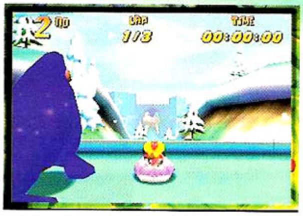


It's a foggy night in old Frosty Village. Perfect for racing on these winding, slick tracks!





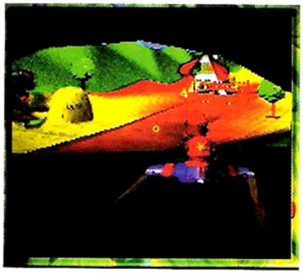
The flakes are falling and the fakes are stalling in Snowball Valley.



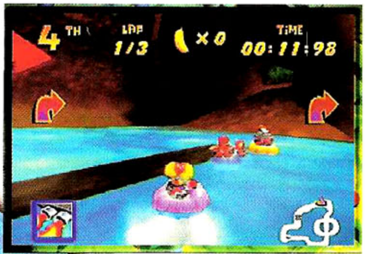
In Walrus Cove, you can scream up and over the top of a loop on the icy track.

DRAGON FOREST

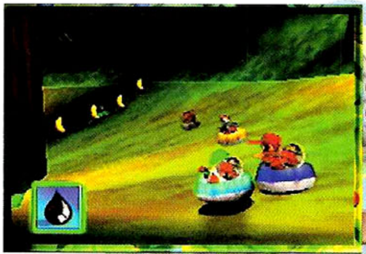
The stuff of fairy tales, like castles, windmills, dark, haunted forests and a flying dragon become reality if you dare to enter this forest. You're not a true adventurer until you've had a drawbridge fall on your head. Of course, it won't be easy finding the entrance to this magical domain. You'll have to poke your head in a dark place to find it.



In Windmill Plains, you can be in the air and underground all at once.



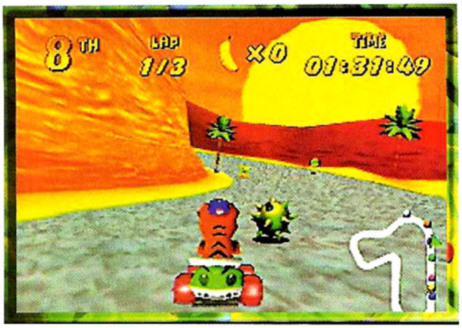
The wildest water park on the planet is in Boulder Canyon. The spinning logs can sink your hopes.



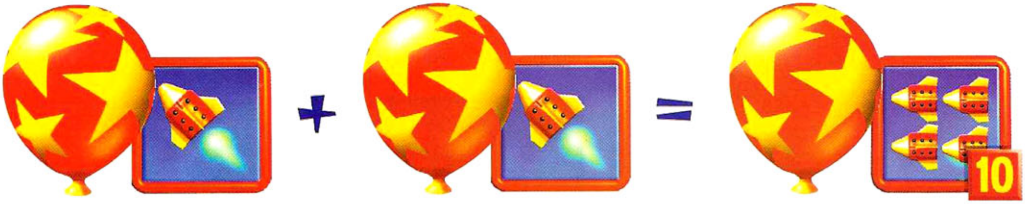
You'll race from the castle to the dungeon through the Haunted Woods and seceret tunnels.

SOUVENIRS

What holiday would be complete without fun souvenirs to send to all your friends? In Diddy Kong Racing, you don't even have to go shopping. Missiles, speed boosts, droppers, magnets and shields can be found right on the tracks. The bananas increase your top speed. Each balloon color indicates a different item. If you have one type of item and get another balloon of the same type, you'll upgrade your item. Once you have an item, use the Z Trigger to activate it. Dropping a spiked ball in the track is a thoughtful way of letting your friends know that you're having a great time.



Droppers, or items that you drop on the track, upgrade from oil to mines to a bubble that drifts away with an unfortunate, but uplifted opponent.

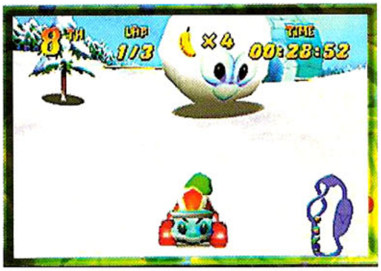


You'll get one missile inside a red balloon. Get a second red balloon to upgrade your missile to a homing missile. If you pick up a third red balloon, you'll reach the top upgrade of 10 missiles.

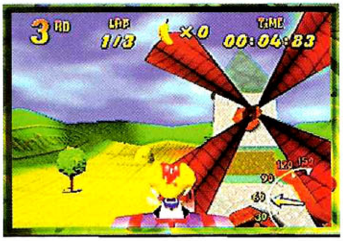
5TH
LAP 2/3
×0
TIME 01:26:49

ROAD KILL

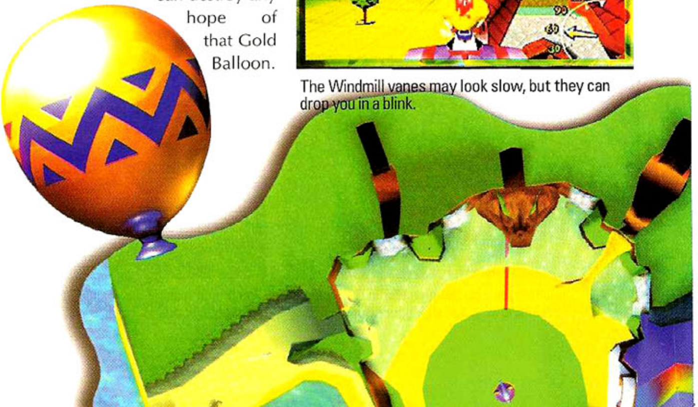
These road hazards aren't about to become squashed roadside victims. If you hit a dinosaur, giant snowball, windmill, or if you run afoul of some other road hazard, it will kill your chances of winning the race. Most hazards are fairly predictable, and they appear only in certain areas of a track, but if you hit them, they can destroy any hope of that Gold Balloon.



If you hit a major hazard like a snowball or dinosaur, it pretty much squashes any hope of winning that race.

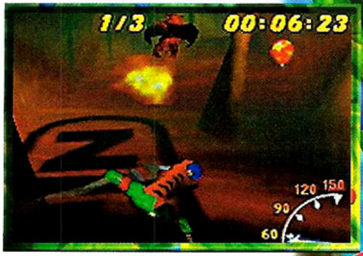


The Windmill vanes may look slow, but they can drop you in a blink.

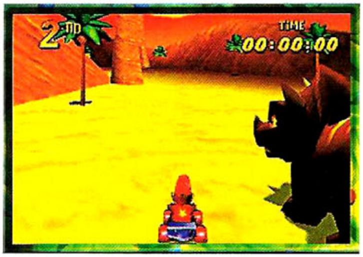


FAST & NASTY

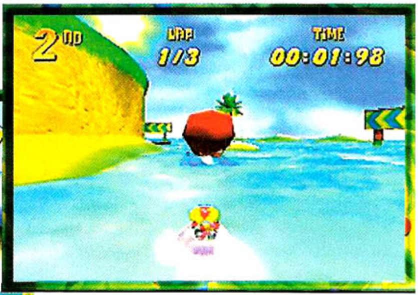
Beating the pants off badgers and bears is all fine and well, but if you really want to have an adventure, you'll have to test yourself against the best–the bosses. After winning each of the four main races in each DKR world, you'll enter the championship race against a truly awesome opponent. Some of these races are one way trips while others consist of three laps. After defeating a boss once, you'll activate the Silver Coin Challenge in the other race areas of that world. If you manage to vanquish the boss a second time, you'll earn a piece of Wizpig's Amulet and activate the Trophy Challenge.



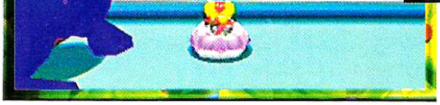
This dragon has a hot temper and lots of hot breath.



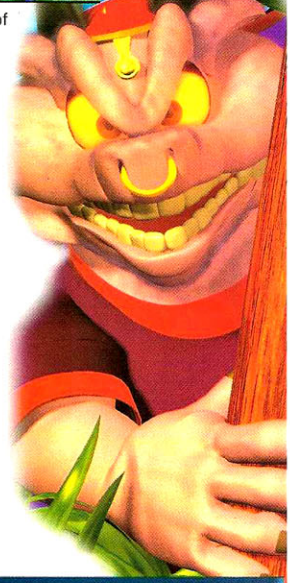
In Dino Domain, you'll race the triceratops to the top of a mountain.

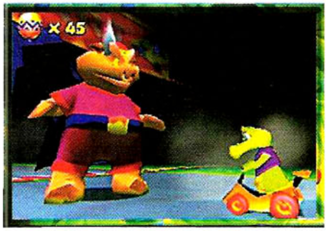


In the waters of Sherbet Island lives a swift octopus with a need for speed.

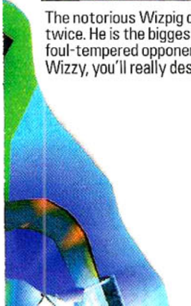


The giant walrus on Snowflake Mountain rockets down the slope like a bobsled.



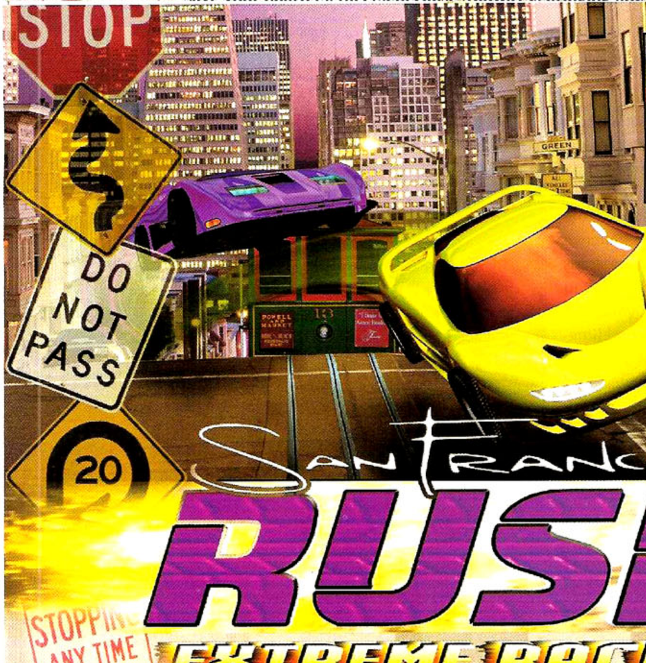


The notorious Wizpig doesn't show up once, but twice. He is the biggest, ugliest, smelliest, most foul-tempered opponent of them all. If you beat Wizzy, you'll really deserve a vacation.

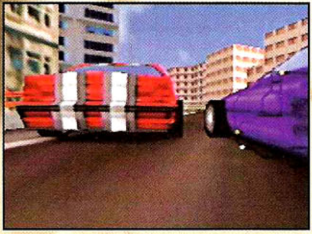


OTHER WORLDS TO CONQUER

As our preview of Diddy Kong Racing comes to an end, we can't help but think of all we have seen in this remarkable game. We have seen technological wonders that dazzle the eye. We have entered exotic worlds and met even stranger creatures. We have proven our innate superiority over a grinning bevy of cuddly forest creatures and scowling, muscled road hogs. All in all, it has been a good holiday. But while we were on this island paradise, we heard rumors of yet another place where the forces of good and evil are locked together in desperate racing action. Could it be that the adventure isn't over? Perhaps, in Diddy Kong Racing, it never is.


STOP
DO NOT PASS
20
POWELL AND MARKET
GREEN

Hit the streets of San Francisco with Midway's home version of the arcade hit—after our crash course in shortcuts, you'll know the Bay Area better than a bike messenger.



SAN FRANCISCO RUSH EXTREME RACING™

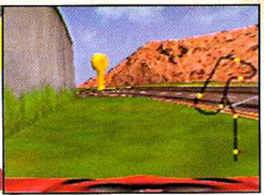
© 1997 Midway Home Entertainment
© 1996 Atari Games Corp.

Save your quarters, racers, because Midway is bringing one of arcade's fastest racing games to the N64. Souped up into a sleeker version, San Francisco Rush for the N64 features extra tracks and new hidden areas. Get in gear for your tour of the city, and we'll show you the sights and the shortcuts that will keep you ahead.

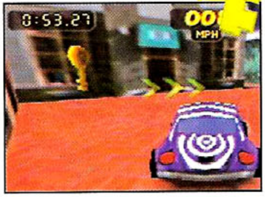
STOPPING ANY TIME
STOP

KEYS TO THE CITY

SF Rush not only conceals wild and bizarre shortcuts (launching your car through an office building?!?), but it also hides keys that will access secret cars. Hidden in the 6 tracks are 45 keys. Many are easy to overlook, such as the key in Track 5's gas station, or the key you'll find on Track 1 if you turn around at the starting line.

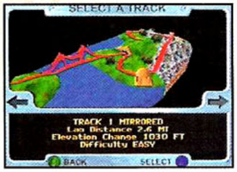


Don't bother trying to win the race if you're searching for the game's keys. Most of the keys will require you to venture far from the beaten path or perform dangerous aerial stunts in order to recover them.


0:53.27
00
MPH

THE S.F. CIRCUIT

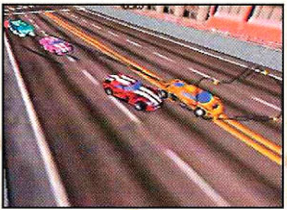
The Circuit Mode enters you in a marathon competition in which you speed through each of the six tracks in four variations–forward, backward, mirrored, and backward/mirrored. You'll earn points based on how well you place in each of the 24 races that determine the king of the road and the best of the Bay City.

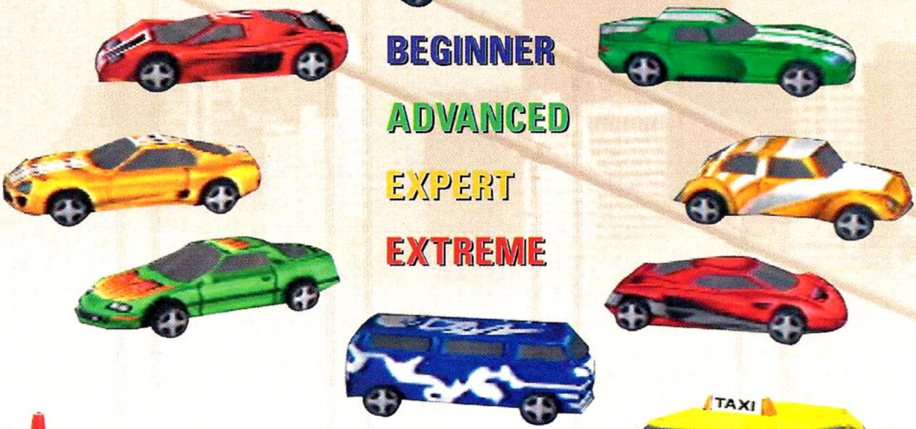

SELECT A TRACK
TRACK 1 MIRRORED
Lap Distance 2.6 MI
Elevation Change 1030 FT
Difficulty EASY
BACK
SELECT

0:16.86
149
MPH
043
7/8

HIGH VELOCITY VEHICLES

Where else but the home of hippy Haight-Ashbury and the Beat Generation could a VW van seem perfectly appropriate for downtown hot rodding? Eight vehicles, resembling everything from a Testarossa to a VW van and Bug are readily at your disposal, and each is ranked at one of four skill levels. While each car has a top speed of around 155 to 160 mph, the real difference in vehicles comes from their handling. Beginner cars have better traction and tend not to flip over as easily, while the sleeker and sportier rides tend to slide more and get whipped around by the wind. You can't customize the cars' abilities, but at least you can cosmetically trick out your car by changing its color.





SAN FRAN'S SECRET CARS

With its diverse lot of vehicles, SF Rush could have you singing a new tune about racing games, like "I Left My Kart in San Francisco." In addition to its eight regular cars, you'll be able to take a spin in three secret vehicles if you collect all 45 keys. By finding all of the keys in Tracks 1 and 2, you'll be able to drag race in the hot rod. To hail the taxi cab, recover the keys in Tracks 3 and 4. We'll keep the final vehicle a secret, but to unveil it, locate the 16 keys in Tracks 5 and 6.

STOP
DO NOT PASS
20
NO STOPPING ANY TIME
STOP

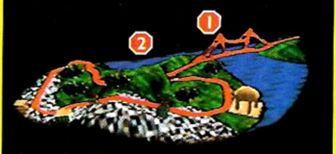
SF SHORTCUTS

In addition to being a racing game, SF Rush can double as a travelogue for the Bay Area. However, if you don't feel like seeing the sights, we're revealing the city's back road detours that you can take. Not every route is shortcut, but the change of scenery and terrain will definitely add variety to your tour of the city.

KEYS PER TRACK

# 1	X6	# 4	X8
# 2	X7	# 5	X8
# 3	X8	# 6	X8

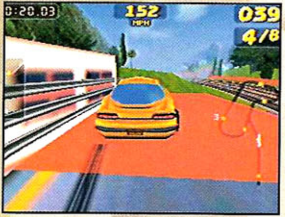
TRACK #1



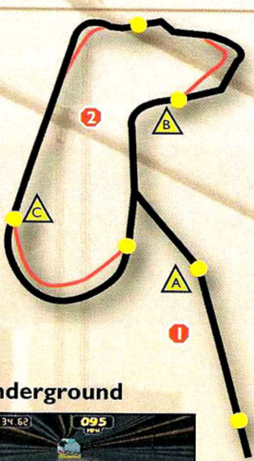
① Golden Gate Bridge

② Presidio

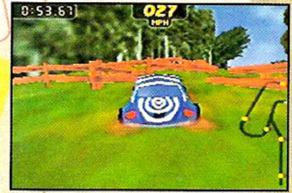
A SF Shunpiking



Right after crossing the Golden Gate Bridge, head to the left shoulder to boost your car off the jump that will launch you past other racers (not to mention the tollbooths).

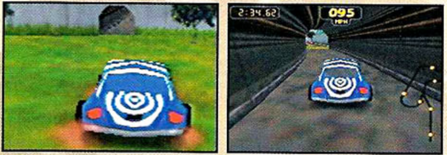


B Don't Fence Me In



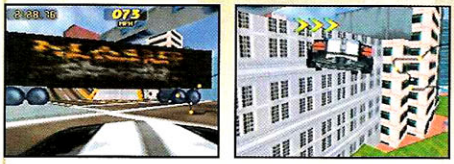
As you approach the first checkpoint, swerve left through the fence to shortcut past the Presidio. By keeping your wheels on the dirt road and off the grass, you'll maximize your speed.

C San Francisco Underground

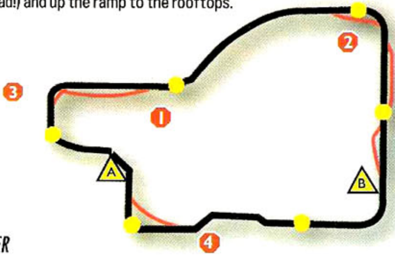


At Point C, veer left toward the grassy bank and follow the grove of trees. When you rocket off the bank and onto the lawn below, you'll be lined up with the entrance of the shortcut tunnel that's concealed by a tree.

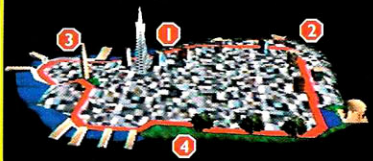
A Under the Truck and over the Rooftops



Hang a right at A through the corner building's window, then zoom under the Mace truck (Those Dark Age warriors think they own the road!) and up the ramp to the rooftops.



TRACK #2



① Transamerica Bldg.

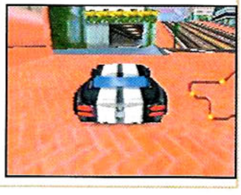
② Embarcadero Center

③ Coit Tower

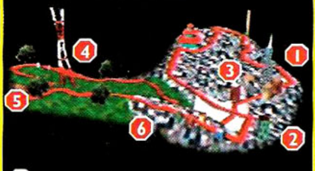
④ Yerba Buena Gardens

B Tunnel Trailblaze

At the straightaways, race left along the orange path to enter the detour tunnel. The passage is narrow and unforgiving, so avoid oversteering. Upon exiting, quickly veer left, away from the orange roadway.

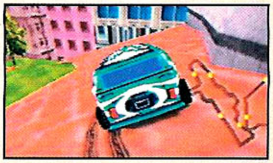


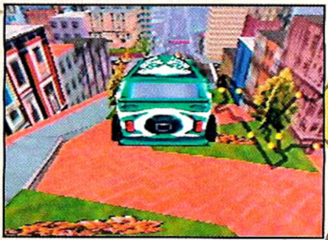
TRACK #3



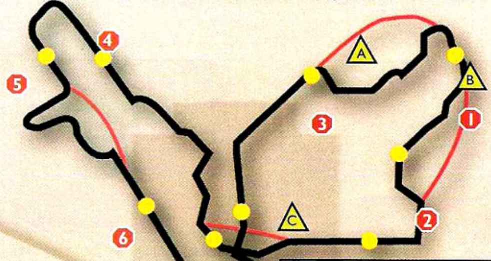
① Transamerica Bldg.
② Embarcadero Center
③ Chinatown
④ Sutro Tower
⑤ Twin Peaks
⑥ Mission Dist.

A Lombard Street

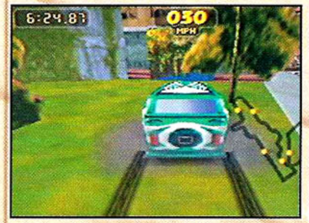




Drive straight through the checkpoint into Chinatown. At the top of the hill, jump over the building onto Lombard Street. Since navigating the world's most crooked road can give you whiplash, speed straight down the left shoulder or leap over the entire road.

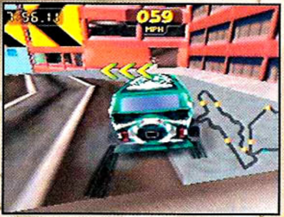


B Through the Trees



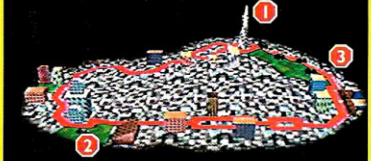
Skim by the right edge of the orange and white barricades and head for the trio of trees. Head between the middle and right tree to enter the waterlogged tunnel. When you emerge, swerve left.

C Sign? What sign?



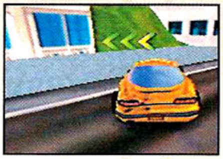
Even though the signs at the end of the first straightaways warn you to turn left, keep rolling straight along the right shoulder to shortcut through a tunnel.

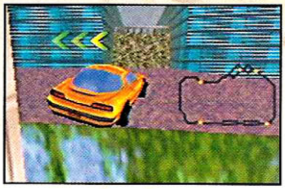
TRACK #4



① Transamerica Bldg.
② Yerba Buena Gardens
③ Embarcadero Center

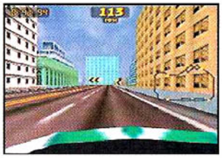
A Three Detours through the Financial District

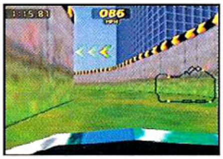




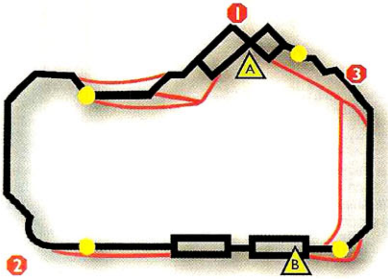
By speeding up the grassy hill at Point A, your car will rocket straight into a skyscraper. Depending on how high you jump, your car will be able to land in one of the building's three stories of detours.

B Follow the Sidewalk



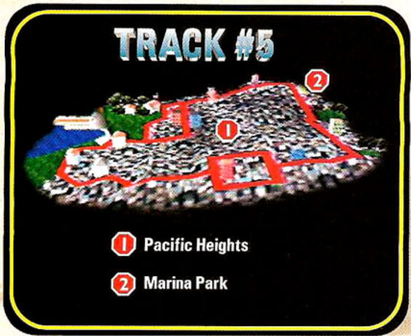


Who says sidewalks are for pedestrians? Drive like we do in real life and swerve onto the sidewalk. Follow it past the left-turn sign to enter a detour to the finish line.

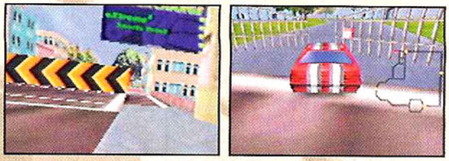


DO NOT PASS
20
NO STOPPING ANY TIME
STOP

STOP
DO NOT PASS
20
NO STOPPING ANY TIME
STOP
DO

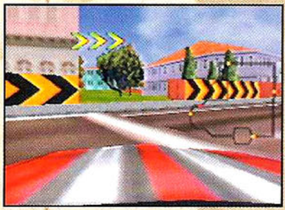

TRACK #5
①
②
① Pacific Heights
② Marina Park

A Crashin’ through the Yacht Club



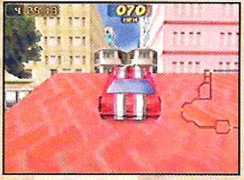
Follow the right sidewalk to the gate, then drive through. At the road’s end, break through the fence, then race between the buildings to the jump that will send you sailing over the yachts.

B Between the Signs

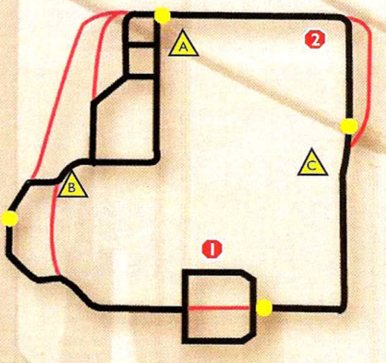


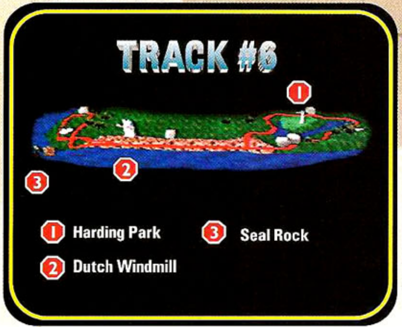
Drive in between the signs for a backyard shortcut. After crashing through the clothesline, work your way to the left.

C Leap of Faith


4:25.13
070 MPH

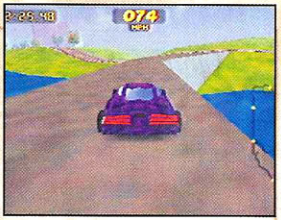
Speed through the parking garage on the right that has yellow and black stripes marking its entrance. Follow the road to the orange pathway and race up its ramp.

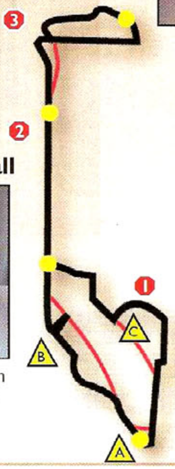



TRACK #6
①
②
③
① Harding Park
② Dutch Windmill
③ Seal Rock

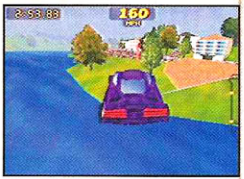
A On the Bridge

San Francisco is plagued by hairpin curves. To avoid one of the city’s tight turns, swing left onto the bridge that will be considerably easier on your car’s alignment.


2:25.48
074 MPH

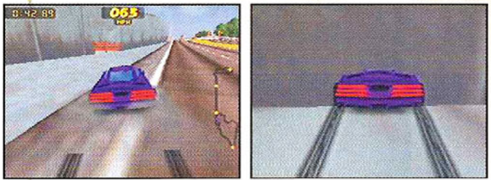


C Over the Water


2:53.88
160 MPH

As you approach the top of the hill near C, you’ll spot a large building with blue windows on your right. Immediately before passing it, hang a sharp left onto the side road. Barrel down the street at top speed to fly off the grassy ramp at the end of the road.

B The Tunnel behind the Illusionary Wall


0:42.89
063 MPH

After passing the last traffic light, veer left and drive through the wooden fence and illusionary wall directly behind it. Once you pass the aberration in the tunnel’s ceiling, lay off the gas or else you may flip over when the road suddenly drops down.

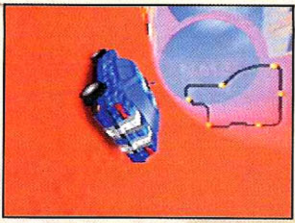
DAREDEVIL STUNT COURSES

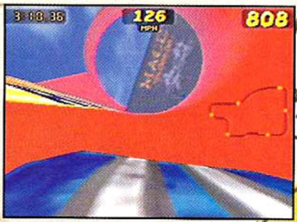
SF Rush may be a road race, but aerial stunts sure do play a blimp-sized role in game play. To test your daredevil abilities, the game offers a couple of stunt courses. Hidden in Tracks 2 and 6 are some stunt areas where you can show off your reckless driving.

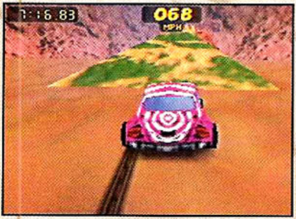
3:09.12
064
MPH

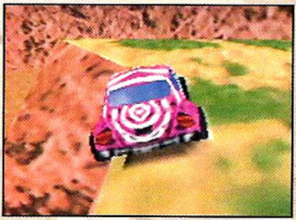
360° OF SAN FRANCISCO

To burn rubber on the loop-the-loop in Track 2, drive in the left lane through the cones after passing the checkpoint on the freeway overpass. If you maintain a speed of around 120 mph, you should be able to clear the gap in the bridge to reach the stunt track.







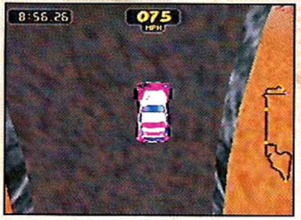


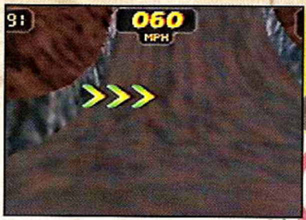
RAMP RAMPAGE

Track 6 has an elaborate stunt course featuring a series of ramps. To find its mountainside entrance, turn right at the checkpoint near Seal Rock, then drive down the hill toward the ocean, using the concrete barrier as your guide.

LOOP-THE-LOOP

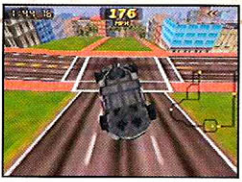
Build up your speed as you drive through the entrance tunnel of Track 6's stunt course. At the other end of the tunnel, you'll climb a ramp that leads to a loop-the-loop track, and, with enough speed, you'll be able to do a vertical 360°.

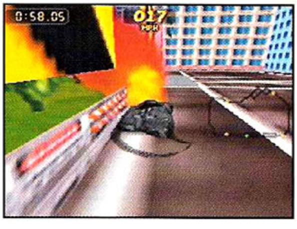




A FIERY FINISH

In real life, when your car explodes, it means you're either out of the race or you're driving a Pinto. SF Rush allows you to put this realistic spin on racing with the "Deaths" option. You won't get a Pinto, but when you activate the option, any car that explodes will automatically be out of the competition. Ideally, the seven other racers could wipe out, leaving you all by your lonesome to finish the race. That is, if you somehow survive. Play it safe by avoiding shortcuts in this mode.





As long as you don't crash into anything too hard or land upside-down, your car won't explode. If your car is about to flip over or crash-land, you can stabilize it by turning your wheels away from the direction in which you're falling so that the backs of your wheels touch the ground first.

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

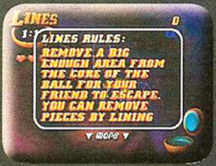
TETRISPHERE

Puzzling Secrets

You don't often find codes in puzzle games, but the Tetrisphere team managed to slip a few clever ones into the final version of the game. To enter a code, first choose the Single option on the Main Menu. Now select New Name. Enter the appropriate code word and press OK to return to the previous screen. Some code words call for a special symbol. To make these symbols appear, press bottom C, right C and the L Button simultaneously on the New Name screen.

"Lines" Mode

Enter "LINES" on the New Name screen. Press OK. Select the new "Lines" option to play a variation of the Rescue game. You'll be given instructions before the game begins.



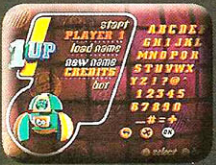
LINES 0

LINES RULES:
REMOVE A BIG ENOUGH AREA FROM THE CORE OF THE BALL FOR YOUR FRIEND TO ESCAPE. YOU CAN REMOVE PIECES BY LINING

▼ more ▼

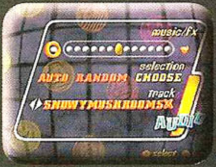
End Credits

If you're wondering who's who in the Tetrisphere universe, enter "CREDITS" on the New Name screen. Now you'll know who to blame for all those hours lost to this game!


1UP
start
PLAYER 1
load name
new name
CREDITS
bot
ABCDEF
GHIJKL
MNOPQR
STUVWX
YZ!?@
12345
67890
—#=+
select

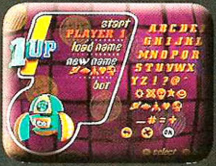
More Music

On the New Name screen, enter "GAMEBOY" as your code word, with an Alien Head symbol in place of the "A." This will enable new musical selections on the Audio menu.


music/fx
selection
AUTO RANDOM CHOOSE
track
SNOWYMUSHROOMSX
AUDIO
select

Stage Select

Access the special symbols on the New Name screen and enter "Planet, UFO, Rocket, Heart, Skull" as your code word. Press OK. Use the Control Pad to scroll through the list of stages.

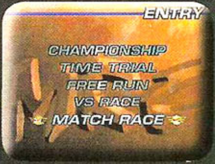

1UP
start
PLAYER 1
load name
new name
bot
ABCDEF
GHIJKL
MNOPQR
STUVWX
YZ!?@
—#=+
select

MRC

Turbo Start and Special Cars

To get a turbocharged boost off the Starting Line, the tachometer (the gauge showing your engine's RPMs) needle must be pointing straight up just as the race begins. There are two ways to accomplish this. The first method is to watch the countdown before the race and press the accelerator just as the number "1" disappears from the screen. The second method is to rev your engine during the countdown and then release the A Button as the number "1" fades.

MRC also has two special cars that you can activate. Defeat the Deus (silver dune buggy) and the VH110R (blue sports car with 4WD) in the Match Race to enable them. The Deus is the best handling car in the game. The VH110R is faster but not quite as sure-footed on off-road routes.


ENTRY
CHAMPIONSHIP
TIME TRIAL
FREE RUN
VS RACE
MATCH RACE

Win gold trophies in all the Championship races to enable the Match Race mode.

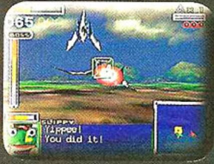
You'll challenge the VH110R in the first Match Race series and the Deus in the second.

STARFOX 64

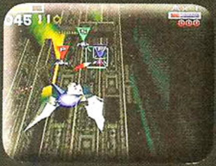
Rare 1-Ups

Racking up high scores is the usual way to earn extra lives in Star Fox 64, but there are also two well-hidden 1-Ups you can grab. The first is located at the end of the Corneria stage. Follow the default route through Corneria to Granga. Fly straight between the robot's legs and perform a loop. If you complete the loop without touching any part of the 'bot's body, a 1-Up icon will appear in front of you.

The second 1-Up is located near the end of Sector Y. Shortly before you encounter Shogun, your wingmen will accelerate ahead of you and fly in formation. Hit your booster and fly below them to form a diamond pattern. If your ship has a single laser, a Laser Upgrade will appear ahead of you. If you have twin or hyper lasers already, a 1-Up icon will appear instead.



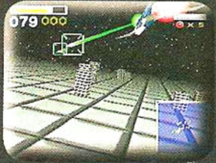
There is only a single 1-Up in Corneria. Repeating the loop will not produce more.



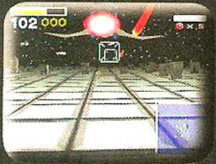
In Sector Y, you don't have to fly in perfect formation, but you should get in close.

Training Hologram

Star Fox 64 has a terrific Training program, including an All-Range combat simulator. If you score 100 hits during your training exercise, the computer will add a duplicate of Star Wolf's ship to the battle simulation.



Score 100 hits during your training exercise to make a Wolfen-class fighter appear.

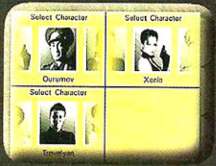


Unlike the other enemy ships in the All-Range simulator, this little baby fights back!

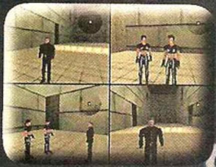
GOLDENEYE 007

Double Trouble

This trick allows you to create duplicates of Trevelyan and Xenia in the multiplayer Live and Let Die mode. To clone Trevelyan, go to the Multiplayer setup screen and set the number of players at two. Go to the character select screen and choose your characters, making sure one of them is Trevelyan. Return to the setup screen, set the match for three players and press Start. To clone Xenia, set up a match for three players. Choose your characters, making sure one of them is Xenia. Return to the setup screen, set the match for four players and press Start. Presto!



Only one character can be duplicated at a time.

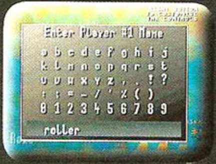


Having two Xenias can be very interesting—and deadly!

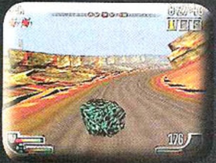
Extreme-G

Rolling Stones

This is one of the funniest codes we've come across in a while. Begin a game and enter your name as "Roller." Once a race starts, you and all your opponents will be transformed into boulders! Even though you'll be a big rock, your controls will remain the same.



You normally receive this code by winning certain races.



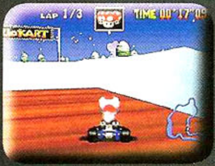
May the best hunk of rock win!

Two More Sneaky Shortcuts

It seems we've yet to slake your thirst for Mario Kart 64 shortcuts. The Frappe shortcut comes to us from several clever fans via our web site.

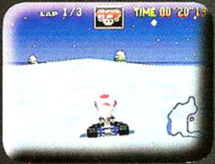
Frappe Step 1

At the start of the race, turn around and drive to the middle of the bridge. Turn around and head diagonally forward and to the right to the corner of the bridge.



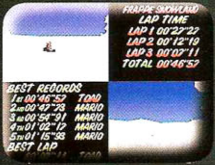
Frappe Step 2

Jump from the bridge to the snowbank. Do not touch the track. Keep going until Lakitu picks you up. Make sure to go past the Finish line before you go out of bounds.



Frappe Step 3

Repeat Steps 1 and 2 twice. When Lakitu brings you back to the track the third time, drive through the Finish line. You'll be credited with three full laps and you'll finish the race!

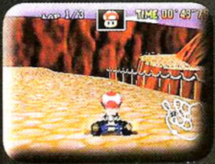


FRAPPE SNOWLAND
LAP TIME
LAP 1 00'27"22
LAP 2 00'12"19
LAP 3 00'07"11
TOTAL 00'46"52

BEST RECORDS
1ST 00'46"52 TOAD
2ND 00'47"73 MARIO
3RD 00'54"91 MARIO
4TH 01'02"12 MARIO
5TH 01'15"93 MARIO
BEST LAP

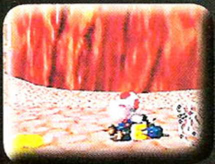
Yoshi Step 1

No matter which route you take through Yoshi Valley, they will eventually merge into one path. Just past this point, you'll see a guardrail on the right.



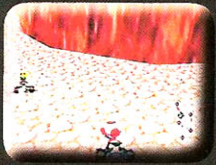
Yoshi Step 2

As you pass the end of the guardrail, slide in a wide arc (a regular slide, not a power slide) from the right side of the track to the left. As you slide, the track across the chasm will come into view.



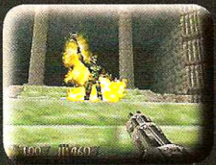
Yoshi Step 3

Try to line up parallel with the section of track across the way. Hop a couple of times if you need to, to get in line. Jump just before you fall into the chasm. If your aim is true, you'll leap across the gap.

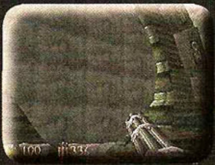


Catacomb Shortcut

A number of net surfers have pointed out to us via e-mail that the Invincibility cheat for Turok, besides protecting you from harm, opens up a number of shortcuts within the game. What do we mean? For example, begin the Catacomb stage and head straight into the maze. Pick up the Shotgun and go down the staircase on the right. Step on the switch to your right and head into the chamber beyond where a High Priest awaits. Use your most powerful weapons to defeat him. Step up onto the platform and look down at the dark clouds below. Normally, if you step off the edge, you'll lose a life. If the Invincibility cheat is activated, you'll land at the bottom of a pit. You can then follow the tunnel to a save point and the Hub Arch that leads to Mantis. If you have the requisite keys, you can save yourself a lot of running around in the maze. If you have the Invincibility cheat (check Volume 99 or Volume 100 for details) and you explore your surroundings very carefully, you'll find numerous other shortcuts like this in the game.



Defeat this High Priest and then leap into the pit beyond.



If you have all the Level Six keys, you'll warp to Mantis.

CLASSIFIED INFORMATION

SECRET OF MANA

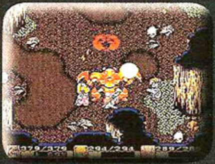
Sword Orbs Are Us

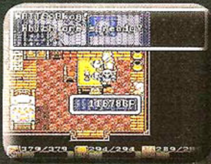
We'd like to give a big tip of our code-hunting hats to the players who sent us this trick, which allows you to gather up as many Sword Orbs as you like without searching the world over. After you get the Flammie Drum, call the dragon and fly to a small island just off the north coast of Ice Country. Talk to Neko and save your game. Normally, saving here can scramble or erase your game, so you may want to save to an empty file or a file you won't mind losing, just in case.

After your game is saved, press L, R, Select and Start simultaneously to reset your game. Start a new game. Grab the Rusty Sword and proceed to Potos Village. Don't bother fighting the Rabites along the way. Talk to the village elder to set an automatic sequence in motion. Once you fall into the Mantis Ant's lair, let your companion say his first line and then press L, R, Select and Start simultaneously. Hold all the buttons for a few seconds and then release them.

Now start the game file that you just saved. When the game starts, you'll appear in the Mantis Ant's lair. Defeat the monster for a Sword Orb. After the battle, you'll repeat a cinema scene from earlier in the game, but you'll actually be back at the point you left off.

You can repeat this entire sequence over and over, until you have enough orbs to create the Dragon Buster blade. All you'll need then is enough cash to pay for the upgrades!


Repeat the battle with the Mantis Ant for a Sword Orb.


Watts the Blacksmith can then reforge your sword.

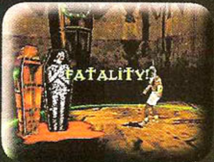
War Gods

Deity Damage

There was a misprint in Volume 97's War Gods review, so here's the correct sequence for Anubis's Fatality. We've also thrown in a few other moves for good measure!

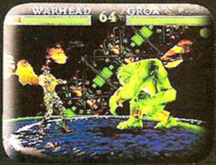
Coffin Drop

To unleash Anubis's Coffin Drop Fatality, stand a half screen away from your opponent and press Forward, Down, Back, High Punch + Low Kick. Mummy!



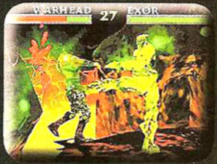
Shockwave Stomp

In Volume 99, we revealed how to access the chief gods, Grox and Exor. Grox doesn't have a Fatality, but you can perform his Shockwave Stomp by pressing Back, Up, Up-Forward and Low Kick.



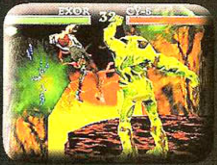
Super Kick

Unlike Grox, Exor does have a couple of Fatalities in his godly repertoire. To Super Kick your opponent into oblivion, stand next to him or her, hold the 3D Button and press Back + High Kick.



Super Uppercut

If a Super Uppercut would be more your style, stand next to your opponent, hold Down and press the 3D Button + High Punch. What goes up, must come down!



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
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Redmond, WA
98073-9733

KONAMI

HOTTER THAN EVER

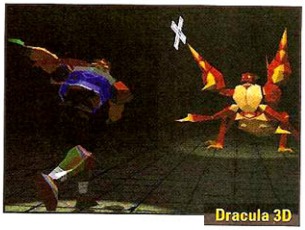
With a sizzling new lineup, KONAMI IS TURNING UP THE HEAT on production to devote the majority of its development efforts to the N64. Our tour of the company in Osaka turned up sneak peeks at THE LATEST IN THE CASTLEVANIA SERIES plus other SUREFIRE HITS that could be TOO HOT TO HANDLE.

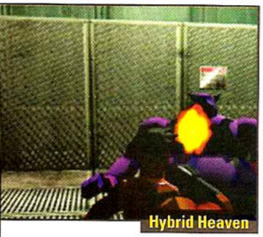
KONAMI MANIA

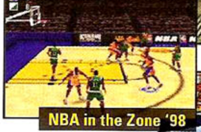
KONAMI COMPUTER ENTERTAINMENT in Osaka, Japan recently opened its doors to NP to unveil the company's latest N64 offerings. Even more promising was the announcement from KCE Kobe and Osaka President, Kuniaki Kinoshita that his company would be concentrating most of its efforts on creating games solely for the N64. "I believe that the N64 has the potential to be as popular in the Japanese market as it is in the U.S.," Kinoshita enthused. "That's why KCE Osaka is spending most of its power and development on creating N64 games."

That's encouraging news for gamers, considering that Konami had mastered game development for the NES, Super NES and Game Boy with such classics as the Tiny Toons, Contra, Gradius, Track & Field, Teenage Mutant Ninja Turtles, and, most notably, Castlevania games. Konami's Castlevania series helped perfect the side-scroller, and now KCE is revamping its vampire game to reshape the 3-D action genre.

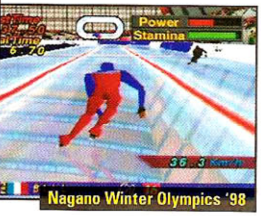
KCE has 10 development teams of around 160 people each working on N64 games such as Hybrid Heaven, Nagano Winter Olympics '98, NBA in the Zone '98 and G.A.S.P.!. Those games, along with Dracula 3-D, promise to raise the stakes for N64 action, and after sinking your fangs into our sneak preview, you'll agree that Konami still has great gaming in its blood.


Dracula 3D

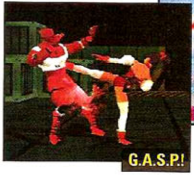

Hybrid Heaven

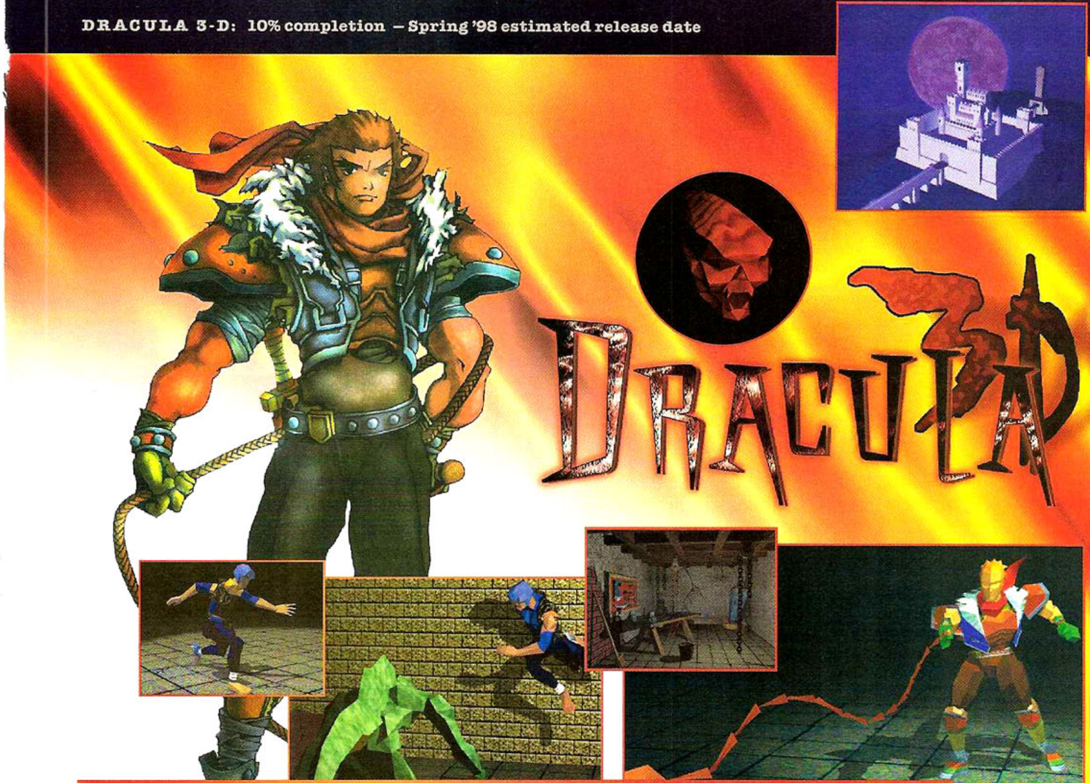


NBA in the Zone '98



Nagano Winter Olympics '98


G.A.S.P.!

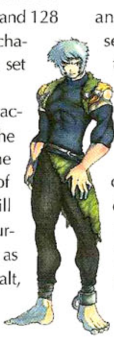


CASTLEVANIA IS BACK WITH BITE

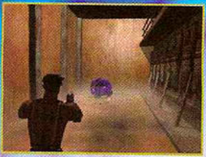
In Osaka, where Konami's prolific developers are busily creating N64 games, the sun never seems to set. Here's hoping it doesn't, because they're resurrecting Dracula and inviting him back into our homes.

BUFFY HAS NOTHING on the Belmonts. The sworn enemies of Dracula, the Belmont family has been slaying vampires on almost every major home entertainment system since Simon Belmont's 1987 debut in Castlevania for the NES. Ten years and many sequels later, Dracula 3-D for the N64 is in the works. This newest addition to the Castlevania saga will abandon the series' side-scrolling format and expand the Gothic adventure with polygons, the Rumble Pak and 128 Megabits. Dracula 3-D will also introduce mechanization to Castlevania, since the game will be set during the Industrial Revolution in the 1800s.

Dracula 3-D will offer four new playable characters, including 12-year-old Carrie Eastfield and the chain saw-toting Kola. The latest to carry the Belmont burden, as well as the family's weapon of choice, the whip, will be Schneider. While he will have average qualities, the other heroes may surpass his abilities or excel in other areas, such as using magic. Konami hints that Cornell Reinhalt, who can attack only at close range, may be able to overcome his limitations by transforming into an animal. The heroes will also have their own personalities, and if a player makes choices that contradict those personalities, the gamer could ruin the chance of seeing the best ending.



Dracula 3-D will progress much like an adventure as players search for secrets, items and info needed to reach the reawakened Dracula. Of course, he and his fellow vampires come out only at night. Players will have to work fast, since Konami has currently set the game's internal clock and lighting effects to change day into night gradually over a 15-minute period. Once nighttime creeps up, the field of vision will narrow, making every decision and second of play crucial.



Hybrid HEAVEN

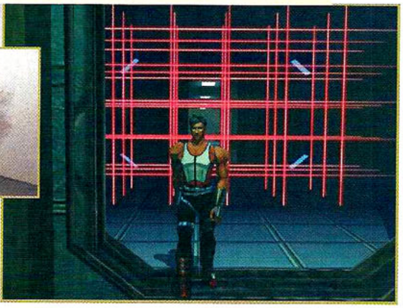
A Hybrid of Action and RPG

The title may refer to the genetic mutants that have fallen from the sky, but it could also easily describe how Hybrid Heaven's unique mix of action and RPG battle strategy elevates it to an all-new realm of gaming.

INITIALLY conceived as an RPG, Hybrid Heaven has evolved to incorporate a cinematic feel along with the adventure and perspective of Dracula 3-D. The ambitious action game follows the story of a futuristic special forces team investigating the wreckage of a crashed space shuttle. Led by Johnny Slader, the seven-member team discovers that the craft had been transporting the mutant results of a secret government experiment gone awry. The creatures, genetically engineered to be the perfect soldiers, somehow mutated and attacked the shuttle crew. Crash-landing in the U.S., the mutants have taken over a city and are now feverishly multiplying in numbers.

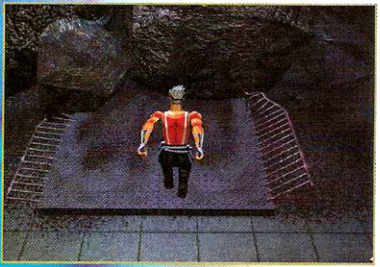
While its story may be nothing new to the sci-fi universe, Hybrid Heaven will certainly shine brighter in its fresh approach to game play. As Slader, gamers will roam about in 3-D worlds not unlike the characters in Dracula 3-D. However, when Slader encounters a mutant, the battle will not take place in real time. Instead, the player must select the plan of attack from a battle menu, much like RPG style of fighting. After selecting a move, the player can then sit back to watch the game's fully-animated battle scene. Rather than being a test of reflexes, Hybrid Heaven more likely will strive to be a thinking person's action game.

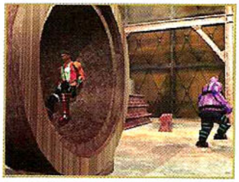
Konami is looking into releasing Hybrid Heaven as a Nintendo 64 Disk Drive game, which would perfectly complement the game's customizable features. When gamers use the same attack often, they will be able to make their characters experts at executing that particular move. By saving their characters to Controller Paks, players will then be able to pit their personally trained characters against a friend's customized character.



"I would like to create images that are COMPLETELY DIFFERENT from other games."

—Yasuo Daikai, Hybrid Heaven Game Director





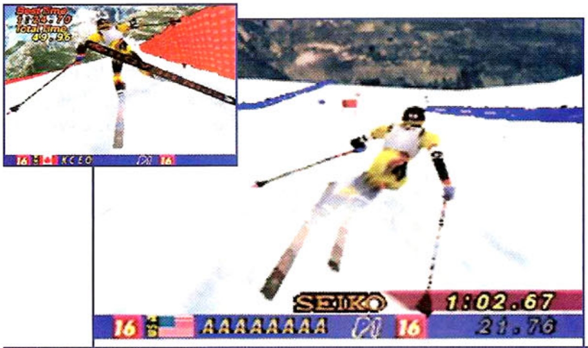
NAGANO WINTER OLYMPICS '98: 60-90% completion
December '97 estimated release date

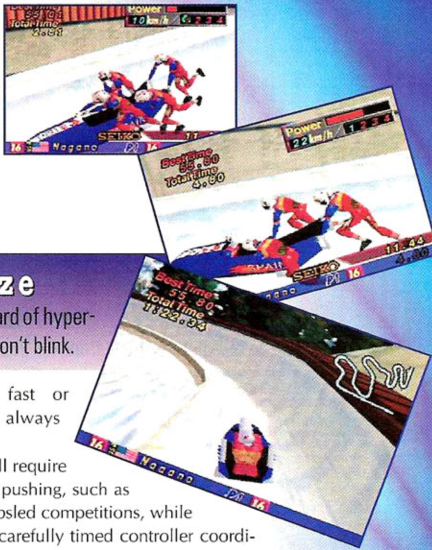
Best Time
Total Time
Power
Stamina
0.0 Km/h

Best Time
Total Time
Power
Stamina
58.4 Km/h

NAGANO
WINTER OLYMPICS '98

> “'HOW FAST CAN YOU PUSH THE BUTTONS?' used to be the most important thing in this type of game, but this game has a lot of NEW ELEMENTS.”
>
> —Katsuya Nagae, General Manager of KCE Osaka and Kobe





A Gold Medal Quick-Freeze

If you prefer high-speed action over hunting vampires, then Nagano's blizzard of hyper-kinetic and extreme winter sports may be what you're looking for. Just don't blink.

THERE MAY BE a seemingly endless convoy of racing games jamming the N64 game highway, but their popularity among developers attests to the N64's fluid animation and realistic depiction of speed. While Nagano Winter Olympics '98 is not a racing game, the scenes that Konami showed us from the high-velocity, 12-event competition blurred by with all the power of a gold medalist.

Nagano is the only officially licensed Winter Olympic game for the N64, and it includes some of the best sports of the season. Up to four players will be able to go for the gold and challenge record scores in alpine downhill skiing, alpine giant slalom skiing, ski jumping (two variations), freestyle aerial skiing, half-pipe snowboarding, giant slalom snowboarding, 500M and 5000M speed skating, four-person bobsledding, luge racing, and, in case the game gets too fast or extreme, there's always curling.

Distance
0.0

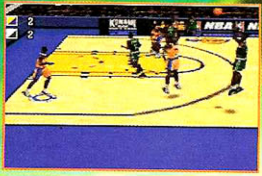
Some events will require continuous button pushing, such as the ski jump or bobsled competitions, while some will call for carefully timed controller coordination, such as rhythmically toggling the Control Stick to balance the downhill skier or swiftly alternating the L and R Buttons to manipulate the speed skater's legs. Other events will push your fingers to the limit, such as the combo-style button sequences that will activate up to 22 gravity-defying snowboarding maneuvers.

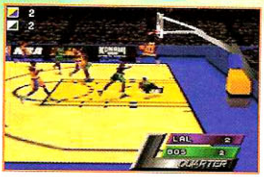
Aside from capturing the speed and power of the Winter Games, Nagano is also a vivid wonderland of graphics, with polygons that are smoother than ice and visuals that are chillingly stunning—right down to the skaters' reflections in the rinks and the amusing end-of-competition sequences.

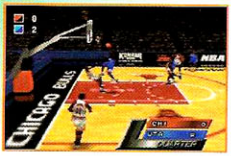
“I'm excited to be part of NBA in the Zone '98. KONAMI'S NBA IN THE ZONE TITLES ARE THE BEST BASKETBALL GAMES EVER MADE. The simulations are so realistic you feel like you are on the court playing face-to-face against the league's best players.”

—Glen Rice, Charlotte Hornets 1997 NBA All-Star MVP and featured player in NBA in the Zone '98

NBA IN THE ZONE '98

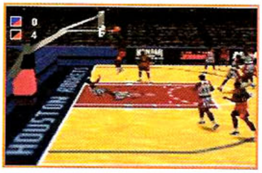


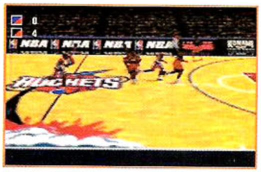




"IN THE REAL NBA WORLD, each team has its own particular style and formation of play. WE DESIGNED THIS GAME to follow those real world elements."

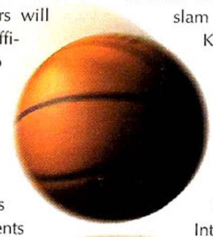
—Kazutomo Terada, Game Director of NBA in the Zone '98





Dribbling to Drool Over

NBA in the Zone '98 impressed NBA All-Star and video game fanatic Glen Rice, and that's reason to take notice. We did, and our tour of Konami turned up more reasons why this game shouldn't be ignored.



ALL RIGHT, so Michael Jordan isn't in this game, but Glen Rice, Shaquille O'Neal and 348 other National Basketball Association stars will hoop it up in NBA in the Zone '98. The officially licensed basketball game will also boast 29 NBA teams, an All-Star mode, compatibility with both the Controller and Rumble Paks, plus arenas, player stats and team logos that will be based on the current season.

The version that we saw in Osaka was about halfway done, so camera movements and music were far from all-star quality, but game director Kazutomo Terada assured us that the game will be as realistic as possible. "The CPU will choose the most appropriate formation for your team. For example, if you choose the Bulls, the CPU will use the most Bulls-like formation. To me, it is not realistic if a particular team uses a formation that they wouldn't use in a real game," Terada elaborated. Moreover, KCE painstakingly researched each player's quirks, characteristics and signature moves, so players who can't slam dunk in real life, won't be able to in Konami's version either. To keep the players' motions true to life, the programmers captured around 500 movements for animating the players, including 300 for dribbling and shooting alone.

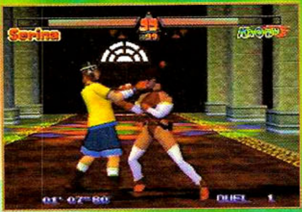
Konami perfected the art of running commentary for sports games (compare the live commentary feel of Konami's International Superstar Soccer 64 with other sports games' sporadic and random announcements), and NBA in the Zone '98 will feature the live-style play-by-play from the Bulls' home game commentator. Complete with customizable players, full-season play, and player swapping and substituting, NBA in the Zone '98 will offer hardcore hardwood action for up to four players in two-on-two, and, quite possibly, three-on-one competition.

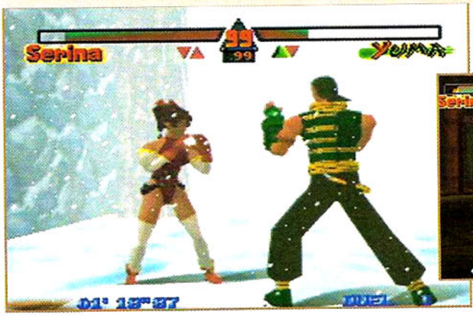
G.A.S.P.!: 60-70% completion — no U.S. release date yet

G.A.S.P.!

Konami's K.O.

You may not have been holding your breath for G.A.S.P.!, but Konami is banking that this anime street fighting game will blow you away with gale force.

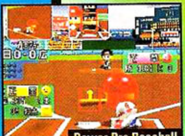




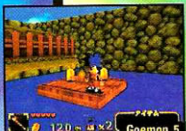
THE GENRE may already be full of contenders, but Konami is making G.A.S.P.! stand out of the crowd with its realism and customizable characters. Currently set for a Japan-only release, the game is pushing around 64 to 96 Megabits with 8 characters, 2 bosses and 10 stages. While the fighters will have their own special moves and combos, KCE is trying to keep the action realistic by not including supernatural abilities, such as freeze moves. Also unusual for the genre is the increased presence of obstacles that players can toss opponents into, such as cars, crates and even snowmen. Along with hidden characters and secrets, what will probably keep players gasping for more will be its Character Edit function, which will allow players to mix and match body parts to create their own fighters and challenge friends via the Controller Pak.

NOW PLAYING IN JAPAN

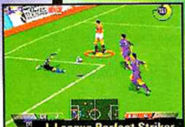
While Konami is just beginning to import its games to North America, the company has already released a few N64 games in Japan. In addition to what is being heralded as one of sports video games' premiere titles, J. League Perfect Striker (available in the U.S. as International Superstar Soccer 64), Konami has treated Japanese sports fans to its home run hit, Power Pro Baseball. Adventure fans in the east have already had the chance to explore feudal Japan in the Zelda-crossed-with-Super-Mario-64-style game, Goemon 5, while adventurers in the west will likely get the chance to undertake the tongue-in-cheek epic next year when it's reworked into The Legend of the Mystical Ninja. If those games are any indication of what's to come from prolific Konami, then N64 fans can rest assured that not only will there be plenty of games on the horizon, but that they'll find a rainbow of variety and quality glowing in the distance, too.



Power Pro Baseball



Goemon 5



J. League Perfect Striker

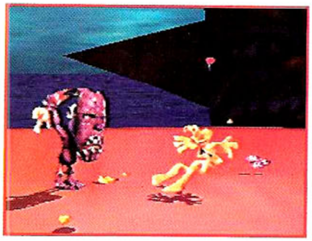
CLAY FIGHTER™ 63⅓

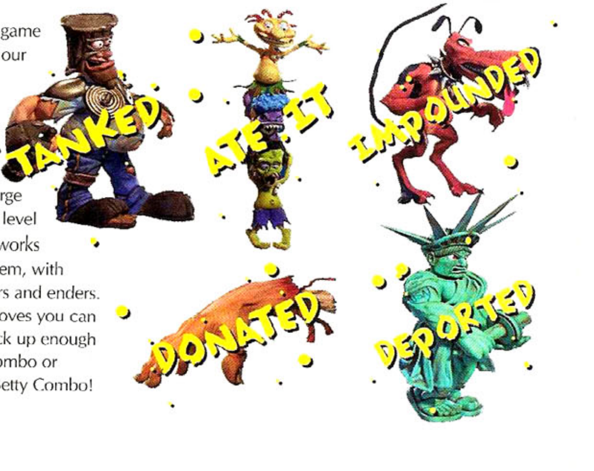
THE CLAY HAS HIT THE FAN! OUR STRATEGY SPECIAL IS OVERFLOWING WITH GOOEY MOVES AND CRUSTY CLAYTALITIES. DIVE RIGHT ON IN!

©1997 Interplay.

LITTLE GIRLIE COMBO

If this is Tuesday, and there are gobs of clay everywhere, then the game must be Clayfighter 63⅓! CF has undergone a few changes since our Volume 97 preview. The globby gladiators you see on the right have been dropped, and others have had their fighting repertoires modified, so here's an updated list of awesome special moves and putty-punishing Claytalities. To use a Super Special Move, you must charge your power meter to at least level one. The CF combo system works much like the KI combo system, with openers, auto doubles, linkers and enders. Depending on how many moves you can string together, you might rack up enough hits to score a Little Girlie Combo or maybe even a Little Brown Betty Combo!





MUDDY MASSACRE

In the move charts, we've listed punches and kicks as follows:

WP = Wobbly Punch, FP = Fair Punch, BP = Brutal Punch, P = any punch, WK = Wobbly Kick, FK = Fair Kick, BK = Brutal Kick and K = any kick. Uuuhh, let's get ready to crum-bllllllle!

Bad Mr. Frosty

Bad Mr. Frosty has turned over a new leaf and is now fighting for truth, justice and the American clay. The bigger the punch, the farther his Snow Ball attack will travel.

Special Moves

Ice Bash
↓↙←+P

Snow Ball
Charge ←→+P

Ice Skate Dash Opener
Charge ←→+K

Super Special Moves

Frozen Frenzy
↓↙←↙↓↘→+K

Claytality

Snow Cone Squeeze
←↓↓→+L Button
(Next To Opponent)

Other Stuff

Taunt
L Button+R Button+WP

Throw
→+BP (Close)

Hold
→+FP (Close)

BLOB

Blob has a good balance of speed and power, as well as a wide selection of short- and long-range attacks. The aerial Blob Raid works well as an opener and is easier to pull off than it looks, while Da Bomb tends to be pretty finicky.

Special Moves

Buzz Saw
Charge ←→+P

Blob Raid
→↘↓↙←+K

Mallet Launcher
↙+BP

Super Special Moves

Irvine Axe Massacre
↓↙←↓↙←+K

Claytality

Da Bomb
←↓→+R Button
(Next to Opponent)

Other Stuff

Taunt
L Button+FP+FK

Throw
→+BP (Close)

Bonker

You won't have trouble keeping enemies at bay as Bonker. The Merry Go Clown can deflect airborne attacks while Get 'Em, Fifi will take care of any attempted low blows.

Special Moves

Merry Go Clown
↓↙←+K

Get 'Em, Fifi
↓↘→+P

Ferris Wheel
↓↘→+K

Other Stuff

Taunt
L Button+R Button+WK

Super Special Moves

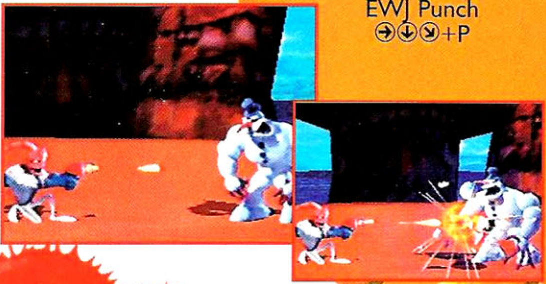
Welcome to the Big Top
↓↘→↓↘+K

Claytality

Off the Island
→←←→
(Next To Opponent)

EarthWorm Jim

Earthworm Jim is one of the more challenging fighters to use. He doesn't have a huge bag of tricks at his disposal, so you must use his long-range Fire Fire wisely if you want to gain the upper appendage. The stronger the punch you use for the move, the faster a Fire Fire shot will travel. Luckily, the Super Fire attack alone is good enough for a four-hit Lousy Combo. In addition, his EWJ Punch will be very familiar to fans of the Street Fighter series.



Special Moves

Fire Fire
↓↘→+P

EWJ Punch
→↓↘+P

Super Special Moves

Super Fire
↓↘→↓↘→+P

Claytality

Knock off Top Half
←↓→+R Button
(Next to Opponent)

Other Stuff

Taunt
L Button+R Button+WP

HOUNGAN

Special Moves

Voodoo Surfing
↓↙←+K

Air Voodoo Surfing
↓↙←+K (In Air)

Chicken Baseball
↓↘→+P

Super Special Moves

Super Twirl
↓↙←↓↙←+K

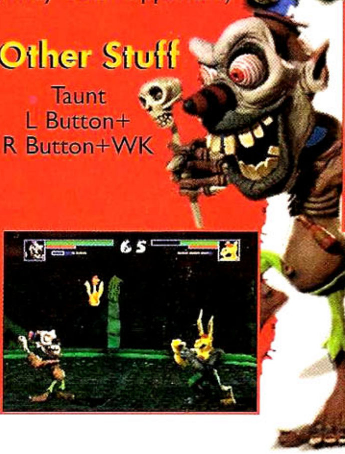
Super Chicken Attack
↓↘→↓↘→+P

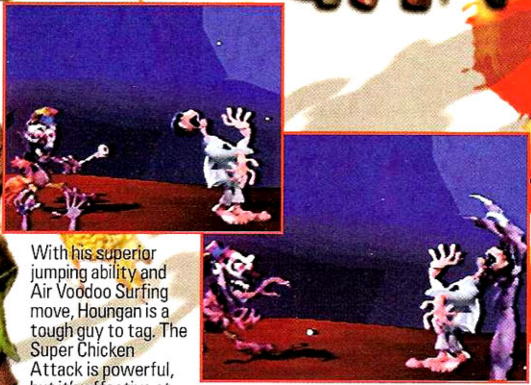
Claytality

Claytal Bad Hand
↓↓→←+R Button
(Away from Opponent)

Other Stuff

Taunt
L Button+
R Button+WK





With his superior jumping ability and Air Voodoo Surfing move, Houngan is a tough guy to tag. The Super Chicken Attack is powerful, but it's effective at close range only, and it puts you in a nasty stall. If you miss, you'll leave yourself wide open. The Claytal Bad Hand is one of the longer Claytalities in the game.

Icky Bod Clay

If you keep Ickybod close to an opponent during a combo, you can easily tack on a Ghoul Roll-powered juggle or two at the end. The Unearthly Travel teleport is good for a surprise, but don't expect it to work too often.

Special Moves

Unearthly Travel
→↓↘+K

Great Pumpkin
↓↘→+P

Ghoul Roll
Hold ←→+P

Super Special Moves

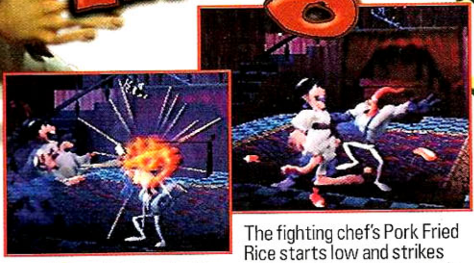
Taunt
L Button+R Button+WP

Throw
→+BP

Other Stuff

Evil Presence
↓↙←↓↙←+WP

Kung-Pow



The fighting chef's Pork Fried Rice starts low and strikes high, and his Egg Foo Young will deflect most any attack. Kung's taunt is one of the most hilarious!

Special Moves

Crane Technique
↓↙←+P

Egg Foo Young
→↓↘+K

The Crane
↓+BK (In The Air)

Overhead Attack
↓↓+P

Super Special Moves

Pork Fried Rice
↓↘→↓↘→+K

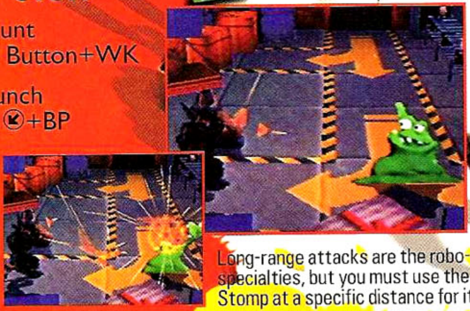
Claytality

Bruce Lee Squish
↓↓↓
(1.5 Body Lengths Away)

Other Stuff

Taunt
L Button+R Button+WK

T-Hoppy



Long-range attacks are the robo-rabbit's specialties, but you must use the Hoppy Stomp at a specific distance for it to work.

Special Moves

Scoop and Throw
↓↘→+FK or BK

Over The Top
↓↓+BP

Hoppy Stomp
Charge ↓→+K

Rabbit Strong Arm
←↙↓↘→+FP (Close)

Super Special Moves

Hash and Bash
↓↘→↓↘→+K

Claytality

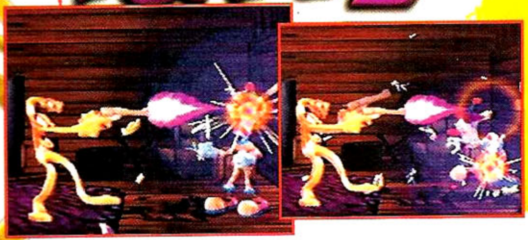
Rabbit Out of Hat
←←→→+R Button
(Away from Opponent)

Other Stuff

Taunt
L Button+R Button+WK

Launch
Hold ↙+BP

Taffy



Many of Taffy's moves and combos end with blows that send your opponents sprawling away from you, so it's often difficult to come up with anything better than a Lame Combo. You'll have to be quick and clean with your auto doubles and linkers if you want something as good as a 13-hit Little Brown Betty Combo!

Special Moves

Taffy Noogie
Hold →+K

Gum Toss
→↘↓↙←+K

Taffy Twist
↓↙←+P

Super Special Moves

Big Gun
Hold Any Punch
+Any Kick

Other Stuff

Taunt
L Button+R Button+WP

Launch
Hold ↙+BP

DIDDY KONG
RACING
TM*

COMING SOON TO YOUR N64 FROM RARE

NINTENDO POWER®

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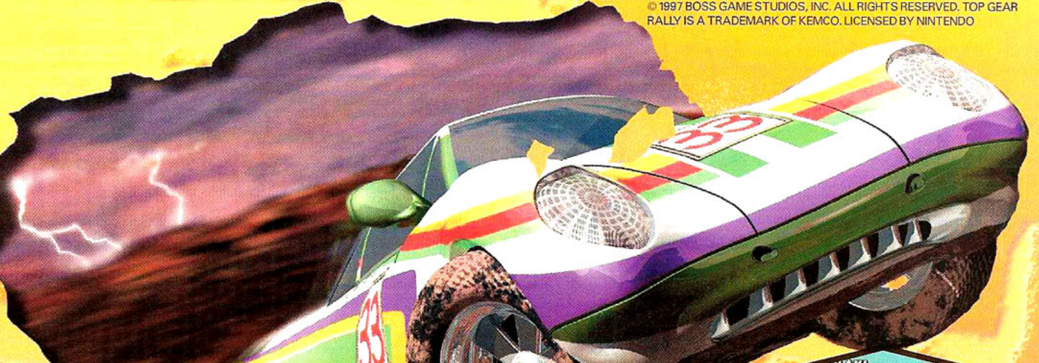


LAP TIM
0'26"0
95MP
9TH

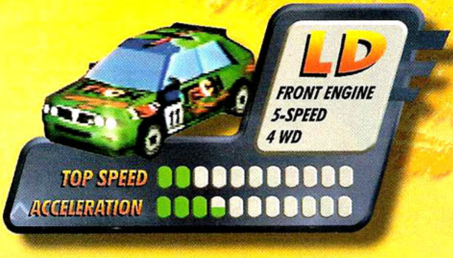
Buckle up and plug in your Rumble Pak—video game racing just got real. Midway's Top Gear Rally is one of the most authentic racing simulations available for the N64, and this month Power has the driving tips and strategies you'll need to triumph on every course.

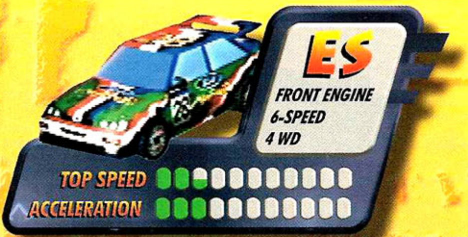
CAR SELECT
TYPE-SP
MAX SPEED
ACCELERATION
FRONT-ENGINE
6-SPEED RWD
A SELECT
B GO BACK

As you earn rally points and progress through the season, you'll get your pick of one or two new cars. These new wheels are fast, but control and handling are what counts when you're driving to win.

HOT WHEELS

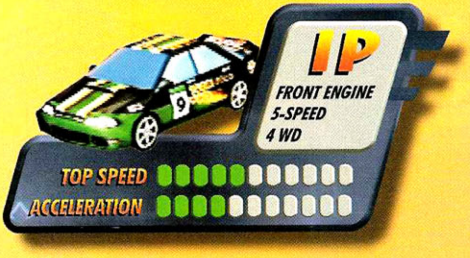
Top Gear Rally features 21 races and six racing seasons / modes: Spring, Summer, Fall, Winter, Professional and Expert. As you earn rally points, you'll graduate to faster, high-performance vehicles. But as you play, you'll discover that the cars that go fast will often finish dead last on difficult tracks or in ugly weather. The key to winning is to pick your car based on course conditions. Use the four-wheelers on gravel tracks or in muddy or snowy tracks. Fast acceleration outweighs top speed when you're racing across twisted terrain, and engine location will often determine how your car lands when you're pounding down the hummocks on a bumpy road. Finding the ideal set of wheels for each track can require hours of research, but we've simplified the process with notes on each car in the game.

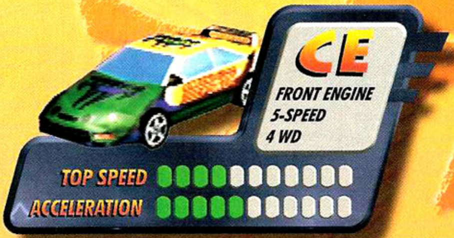

LD
FRONT ENGINE
5-SPEED
4 WD
TOP SPEED
ACCELERATION


ES
FRONT ENGINE
6-SPEED
4 WD
TOP SPEED
ACCELERATION

SPRING

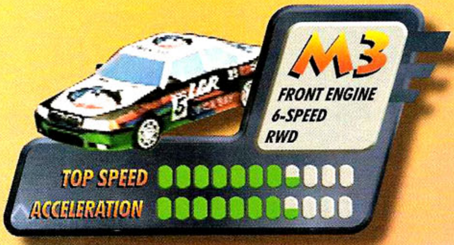
You'll begin the road rally season with the LD and ES cars. While the LD has better acceleration than the ES, it won't corner as well on tight turns. Make the most of the ES's top speed on the dry Coastline and Jungle tracks.

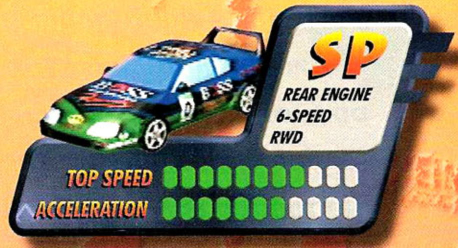

IP
FRONT ENGINE
5-SPEED
4 WD
TOP SPEED
ACCELERATION


CE
FRONT ENGINE
5-SPEED
4 WD
TOP SPEED
ACCELERATION

SUMMER

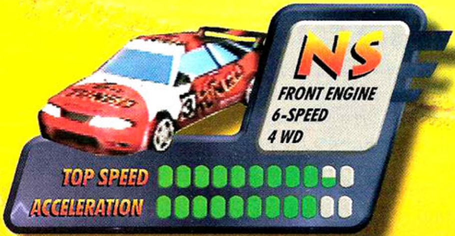
The IP and CE cars are evenly matched, but if you're prone to bouncing off guardrails and barriers, the CE has the acceleration you'll need to get back in the race. Be sure to check out the CE's Nintendo Power decals!

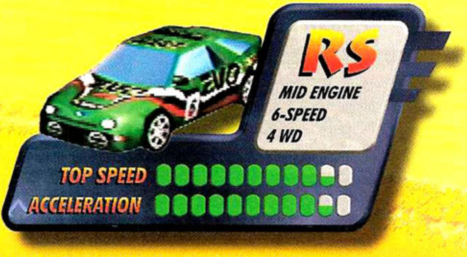

M3
FRONT ENGINE
6-SPEED
RWD
TOP SPEED
ACCELERATION


SP
REAR ENGINE
6-SPEED
RWD
TOP SPEED
ACCELERATION

FALL

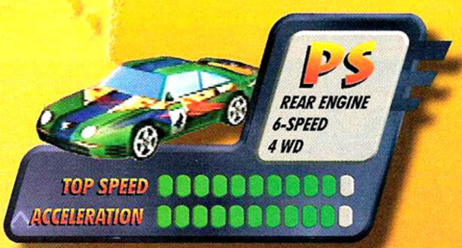
While the M3 and SP rally cars are faster than the spring and summer racers, their rear wheel drive makes them tough to handle on gravel and mud. The SP's rear engine will pop the car's nose up if you catch air on high-speed jumps.





WINTER

Nasty weather makes the winter circuit races exceptionally difficult, but these fast four wheelers will rip through torrential rain or slippery snow. The balanced RS will beat the fastest cars on the Professional and Expert tracks.



You can select the PS after you complete the Winter circuit. This car is fast, but the rear engine will pull the back of the vehicle down on jumps. Use the RS on the bumps.

BONUS CARS

If you're declared champion, you'll get to drive the best vehicles in the game. You'll win the Milk Truck after the first year and the Helmet Car after the second.

HANDLING

Top Gear Rally features three options, steering: tight, normal and loose. Tight steering is exceptionally sensitive—a small tug on the Control Stick will spin your vehicle sideways. Loose steering is very forgiving, so you can crank on the Control Stick without bouncing your car from curb to curb.

SUSPENSION

There are three types of suspension in the game: soft, normal and hard. The type of suspension you select is primarily a matter of personal taste, but you'll find that the hard suspension has less bounce and offers more control on bumpy circuits like the Mountain and Desert courses.

TRANSMISSION

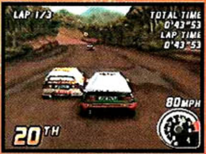
Like most racing games, Top Gear Rally lets gamers choose between automatic and manual transmissions. If you're just learning how to play, the automatic transmission is an ideal choice, but you'll want to graduate to the manual transmission later so you can downshift to brake through hairpin turns.

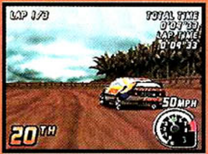
TIRES

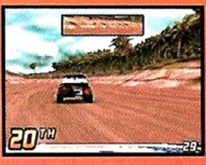
You can select grippy, normal or slippy tires. Grippy tires are great for novice drivers, and they work on all terrain. After you've mastered the game, try a new driving style by popping on a pair of slippy tires. Slippy tires let you to slide through the turns, which is useful on the Coastline course.

DRIVING PERSPECTIVES

How do you like to view the road? Selecting from Top Gear Rally's three driving perspectives is really a matter of personal preference, just like your car's suspension, transmission or handling—there isn't a particular viewpoint that will aid you in winning or keeping your car under control. Novice drivers should select the exterior perspective so they won't get lost when spinning out or crashing into barriers. Experienced drivers tend to choose the view with the rearview mirror so they can block traffic behind their vehicles. If you're driving the Milk Truck, use one of the interior perspectives or you won't be able to see the cars directly in front of you.







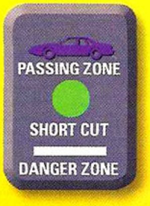
There are three driving perspectives in the game. You can race outside your car with the exterior view or use one of the two interior perspectives. You'll sacrifice your tachometer if you choose the rearview mirror option.

TRACK SELECT

MIRROR DESERT: 3 LAPS

PUSH UP OR DOWN TO ADJUST NUMBER OF LAPS

A SELECT B GO BACK

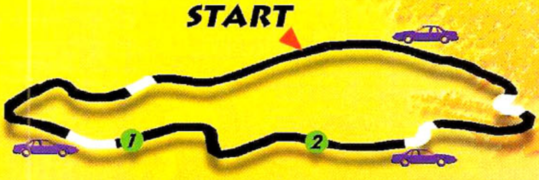


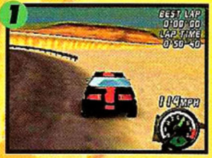
FAST TRACKS

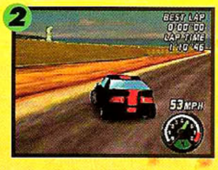
Top Gear Rally features five tracks, but a special mirror option reverses all the twists and turns in the courses, so it looks like there are ten venues in the game. We've mapped all five of the normal courses on these pages. Note the locations of the shortcuts on the courses—you'll need to use every shortcut to win on Championship mode's Professional and Expert levels. Watch your speed through the tight turns and high bumps in the danger zones.

COASTLINE

The Coastline course is flat and paved with wide, sweeping turns that keep the fastest drivers on the road and off the curbs. This track isn't overly challenging unless you're trying to break records in snowy or rainy conditions. The quickest way to get ahead of the pack is to take the shortcuts across the beach and between the breach in the old stone wall.





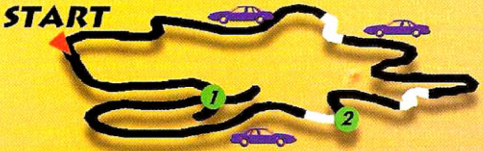


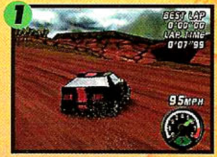
1 After the second tunnel you'll see a broken guardrail above a beach. Punch the accelerator and jump between the gap and onto the sand. Continue straight, climb the embankment and blast up onto the course.

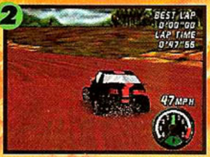
2 Two turns after the beach shortcut you'll see a pasture surrounded by an old stone wall. Drive through the broken gap in the wall and continue across the field until you can jump back onto the track again.

JUNGLE

The Jungle is an easy track as long as you remember to watch your speed on the twisting turns halfway through the course. Much of this track is built around wetlands, so it's important to stay on the road or you'll end up mired in the mud. Cold weather will freeze these swampy areas, and savvy drivers will look for new shortcuts across the frozen lakes.





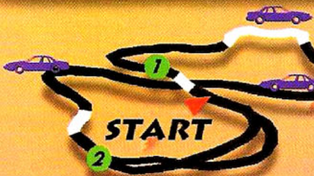


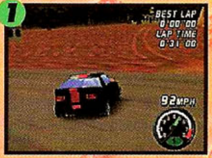
1 The first shortcut is on the outside edge of the first turn. If you look closely, you'll spot the tunnel leading away from the course. If you keep using this tunnel route, you'll move up three places on each lap.

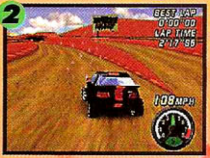
2 Many drivers roll through this shortcut when they miss the first hairpin turn and carom off the road. You don't have to stay on the road here, but slow down or the bumps will toss you off the course.

DESERT

This is it—the toughest course on any circuit. The narrow canyons and loose gravel will give you the most trouble, although the shortcut through the wooded grove is the meanest back road stretch in the entire game. But if you can win in the Desert on a rainy day, you'll beat the rest of the field on the other courses under any type of weather condition.



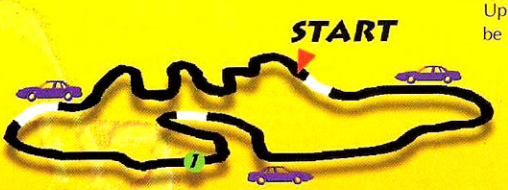




1 As you leave the city, you'll see a farmhouse at the side of the road. Drive through the pasture and into the forest. Stay in control on the dirt road or you'll wrap your headlights around a tree.

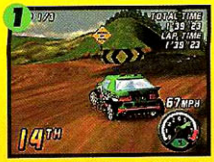
2 Take the inside track all the way to the finish line. All the other racers on the track will swing outside on the other route, giving you a clear road. Keep the pedal to the metal through the entire turn.

MOUNTAIN



1 Look for the yellow "Jacked Up Road" sign next to the Mountain stage's only shortcut. The key to successfully navigating this steep, dirt road is to keep your speed down and your vehicle's nose up.

The narrow switchbacks leading up the side of the steep Mountain course might seem intimidating, but you'll find that this course is a piece of cake if you take your time and wait to pass other vehicles on the inside corners. Near the summit you'll find the Jacked Up Road. Keep your speed down on this abandoned track or you'll be launched into orbit.

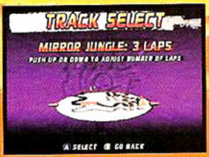

1
1/3
TOTAL TIME
1'39"23
LAP TIME
1'39"23
67MPH
14TH

LAP 2/3
TOTAL TIME
4'20"73
LAP TIME
1'32"67
102MPH
11TH

The narrow, winding switchbacks leading up the mountain make it nearly impossible to pass other cars. Patience is your best weapon. Bide your time and pass on the inside of the turns or when the course winds around the lake shores.

MIRROR, MIRROR

Just when you think you have a track memorized, the developers at Boss Studios turn you around with a Mirror Course. At first glance, a Mirror course looks like a track you've raced before, but you'll quickly realize that everything left is now right and everything that was right is left. Even the words on signs are backwards!


TRACK SELECT

MIRROR JUNGLE: 3 LAPS

PUSH UP OR DOWN TO ADJUST NUMBER OF LAPS

A SELECT B GO BACK

LAP 1/3
TOTAL TIME
0'37"63
TIME LEFT
0'30"35
117MPH
4
1ST

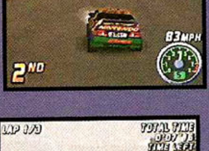
STRIP MINE

The Strip Mine is a hidden bonus course you can play in Arcade Mode if you finish first in every race during the Sixth Season. This is a fast track with long straightaways, tight turns, construction equipment and an open drawbridge. If you're looking for additional variety, finish first in every race during the Sixth Season of the second year. If you pull off this amazing feat, you'll be able to churn up the dirt in the Strip Mine Mirror course.

EXTREME CONDITIONS

NIGHT

The roads are dry at night, but your headlights can't penetrate the murky darkness. Watch the taillights of the cars in front of your vehicle so you can anticipate the twists and turns ahead.


LAP 1/3
TOTAL TIME
0'34"13
TIME LEFT
0'47"86
83MPH
2ND

FOG

You'll see more of the road in foggy conditions than you can at night or in the rain. The road also stays dry so you don't have to worry about slipping around or spinning out in the turns.

LAP 1/3
TOTAL TIME
0'07"73
TIME LEFT
0'42"83
66MPH
2ND

RAIN

You'll find the same amount of traction on a wet asphalt track that you'll find on a gravel roadway. Keep your momentum up while driving in the mud or you'll end up being bogged down.

LAP 1/3
TOTAL TIME
1'38"09
TIME LEFT
0'14"89
68MPH
1ST

SNOW

Snow is the slickest and most dangerous driving condition in the game. The falling snowflakes will severely limit your view of the road, so try to memorize the course before you race.

LAP 1/3
TOTAL TIME
0'21"80
TIME LEFT
1'09"40
22MPH
2ND

TECHNIQUE

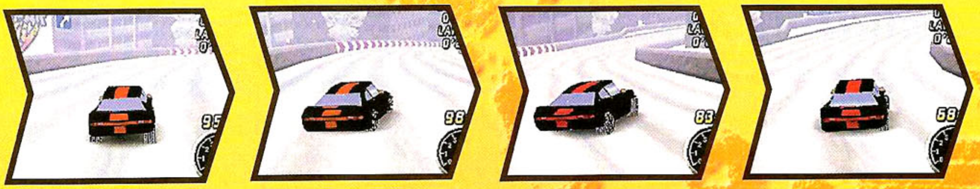
Driving the fastest car and memorizing the shortcuts for every course won't guarantee you a championship. There are three essential driving techniques you'll need to master before you'll be able to sweep the Professional and Expert circuits. Luckily for you, the racing fanatics here at Nintendo Power were generous enough to divulge their best Top Gear Rally strategies. Now you can take to the road with these handy driving tips and kick some serious asphalt.

RALLY Champion
CHAMPION!

If you successfully complete all six racing seasons, you'll drive up onto the podium and earn the title of Rally Champion. You'll also win the keys to the game's special bonus cars.

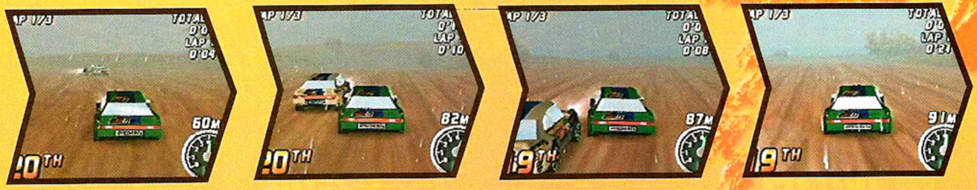
SKID CONTROL

Wet pavement, icy conditions and loose gravel will throw your vehicle into spins, and if you don't know how to react, you'll end up over a guardrail or wrapped around a tree trunk. Avoid these potential disasters by learning to turn into the slide whenever your car begins to skid out of control. The trick is to turn your wheels in the direction of the skid and accelerate. By turning into the skid and tapping the gas, you'll minimize your chances of spinning out. If you react in time, your car will pull out of the skid, and you'll remain in control and on the roadway.



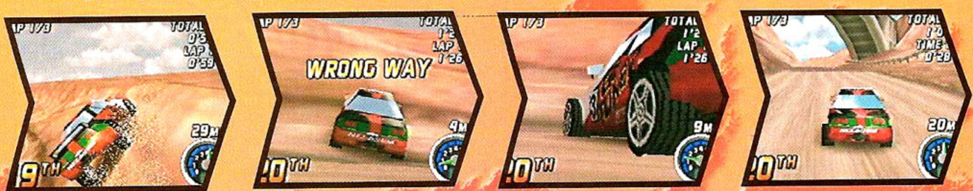
NO TAILGATING!

Unlike other video racing games, Top Gear Rally doesn't give you any drafting advantages when you drive close to the bumper on the car in front of you. There's no advantage to mingling in heavy traffic, especially when other vehicles can bounce you into walls and guardrails and possibly force you to spin out. The best way to avoid trouble is to pass each car as quickly as possible. If you're passing on a turn, cut to the inside so the cars can't swing wide and force you off the course. Defensive driving will always pay off big when you're in a crowded field.



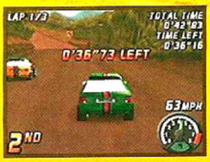
REVERSE AND SPIN

Smashing into a wall or other obstacles can get you all turned around, wasting valuable time as you struggle to get back on the track. Depending which driving perspective you've selected, spinouts can be disorientating. You might not realize you're facing the wrong way until you hit the gas. Switch to the exterior driving perspective to get your bearings, then pull back on the Control Stick to back up and hit the gas to start racing in reverse. After you've picked up some speed, let off the gas and spin your car around until you're facing the right direction.



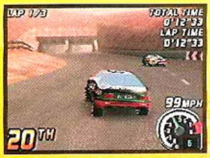
ARCADE

Arcade mode is a timed racing challenge for one or two players. You earn more race time and get to drive farther along the course as you reach each checkpoint sign. If you're up against a good driver, the last thing you'll need to worry about is making it to the next checkpoint. As you win more seasons in Championship mode, you'll find more courses in Arcade mode.



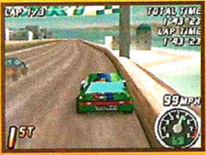
CHAMPIONSHIP

Championship mode is a 21-race, road rally series. You begin each race in 20th place and try to work your way to the front of the pack before you complete three laps. The field gets faster and the courses get tougher as you rise through the rankings. Your progress, including best lap and course times for every track in the game, can be saved on a Controller Pak.



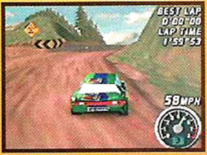
TIME ATTACK

Even if you're the best Top Gear Rally driver in the world, you'll always find a challenge when you select Time Attack mode. Time Attack lets you race against a ghost image of your best time around a selected track. You'll earn additional Time Attack courses whenever you sweep first place in all races of any season in Championship mode. See if you can get them all!



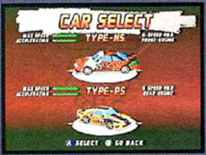
PRACTICE

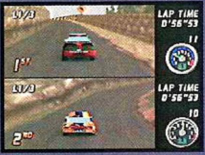
Whether you want to search for shortcuts on a sunny day or learn how to master a manual transmission, Practice mode has everything you'll need to perfect your driving techniques. It features the race courses that you've completed in Championship mode, and you can select any weather condition. If you're looking for a tough challenge, try racing in a snowy desert!



TWO PLAYERS

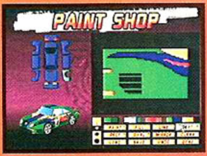
If you're ready to race against a friend, check out Rally's multiplayer option. You can race helmet-to-helmet in Arcade or Practice mode. Choose any track or car you've already found in Championship mode, then roll up to the starting line. The game's split screen perspective gives you a wide angle view of the road. The only drawback we found with this exciting mode of play was that the developers didn't let gamers race in sunny weather conditions.

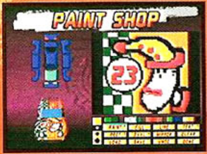


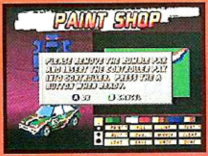


PAINT SHOP

Top Gear Rally's Paint Shop combines a car detail shop with elements of Mario Paint. You'll have as much fun and spend as much time here customizing your car as you do racing on the tracks. The Paint Shop lets you apply text or geometric shapes in sixteen different colors over every pixel on your favorite vehicle. A handy mirror feature lets you copy the design from one door panel and reverse and apply it to the door panel on the opposite side of the car. This means you don't have to spend hours tweaking your artwork to create that symmetrical, showroom effect. Make a mistake? Errors are gone with a click thanks to the Undo command. When your masterpiece is complete, you can save it to your Controller Pak so you'll always have it ready for race day, even if you're racing on your neighbor's N64. Your custom paint scheme is transferable to every car except the bonus vehicles.







Highlight one of the ten panels on your favorite car and go to work with a spray brush or a wide assortment of decals. Some joker did a clown design on the hood of the radical set of wheels above. After you're done, make sure you save your masterpiece on your Controller Pak.

DUKE NUKEM 64™

While GT Interactive's Duke Nukem 64 won't win any awards for being politically correct, this adult-oriented, action/sci-fi title will thrill Mature players with its ammunition and attitude. This month Power dissects three of the game's most challenging levels, mapping out the nastiest traps ever designed by aliens. The truth isn't out there—it's right here in your hands.

MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

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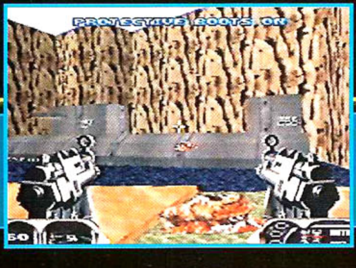
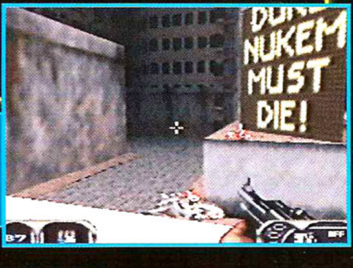
"DO YOU FEEL LUCKY, PUNK?"

Waves of ugly, grunting aliens have invaded our solar system and it's up to Duke Nukem to save the day. Unless you've been living under a rock, you've probably heard of a similar story in an old game plot or a really bad novel. Originality and innovation don't exist in Duke Nukem's universe. The game liberally borrows script lines, settings and props from popular science fiction and action movies, poking fun at blockbusters like Aliens, The Hunt for Red October, Total Recall, and Independence Day. It looks, feels, scores and even sounds suspiciously like Doom, but the hero's obnoxious attitude and low-brow humor are like nothing anyone has ever seen before on the N64. One could suggest that Duke were in a class all by himself–if he had any class at all.

Aliens have invaded earth and Duke must save the day. You begin the game in the smoking ruins of the United States and set off to demolish everything in the solar system.





NOT A CARBON COPY

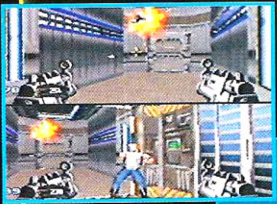
Duke Nukem 64 isn't a carbon copy of its popular computer counterpart. Even if you've already incinerated everything in the computer game, you'll find new levels and secret areas to demolish on the N64. But, depending on your tastes, you may find that Duke Nukem 64 falls short of your expectations. The graphics are crisper on the computer Duke than on Nukem 64, but there's only so much you can expect from a television when you compare it against an expensive computer monitor. The story's gore and adult themes earned the N64 title a Mature rating, but Duke Nukem 64's attitude and content have been toned down in contrast to the original game.

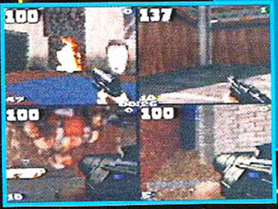
GT Interactive's Duke Nukem 64 features new levels and secret areas you won't find in popular computer version of the game.

"COME GET SOME!"

DUKE MATCH

Two to four players can duke it out with high-powered weapons in a multiplayer Duke Match. While the game's graphics aren't as crisp as the multiplayer combat modes you'll find in games like GoldenEye or Star Fox 64, Duke's unusual weapons are some of the best in any multiplayer arena. There's nothing quite as fun as blasting your foes down to the size of a bug with the Shrinker Gun before you crush them beneath your boot.

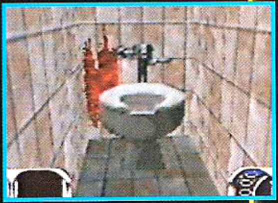


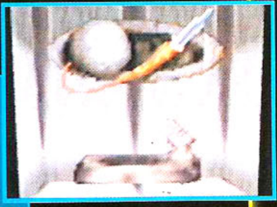


Gamers get a wide-angle view of the action when they select a two-player Duke Match, while four players will see a smaller, quarter-screen view as they stalk each other in one of two multiplayer arenas.

POTTY HUMOR

Besides Portable Med Kits and other first aid, Duke Nukem includes unusual methods for restoring your health points. Try taking a sip of water from a drinking fountain, or making a rest stop at the nearest public restroom.



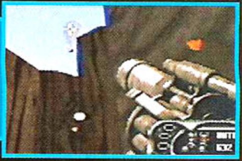


Restrooms and drinking fountains will restore your health points. Since the aliens know this, they tend to hang out at the watering holes and rest stops. Take out the foes without hitting the fixtures.

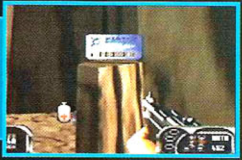
THE ABYSS

The Abyss is a deceptive maze comprising hidden switches, tricky jumps and an unhealthy helping of hot lava. Your objective is to blast your way into Battle Lord's secret base buried deep beneath the San Andreas Fault. There's only one key card in the entire stage, so you'll need to look closely for the switches and secret passages that will take you to the next level.

1 This cliff-top gun will fire at anything that slithers across the desert rocks. Select the targeting crosshairs feature on the Player Option Menu and blast the gun before it sees you. If you adjust the grenade launcher's trajectory and move the crosshairs above the target, you'll knock the gun out with a single round.



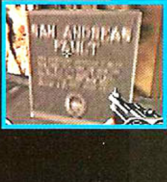
2 If you have fuel in your jet pack, you can dodge the prickly cactus on the ledge and fly directly to the Blue Key Card. If not, lean against the wall and try edging your way to the card. Remember to take out the two creeps on the cliff above your head or they'll do some serious subtraction on your health points.

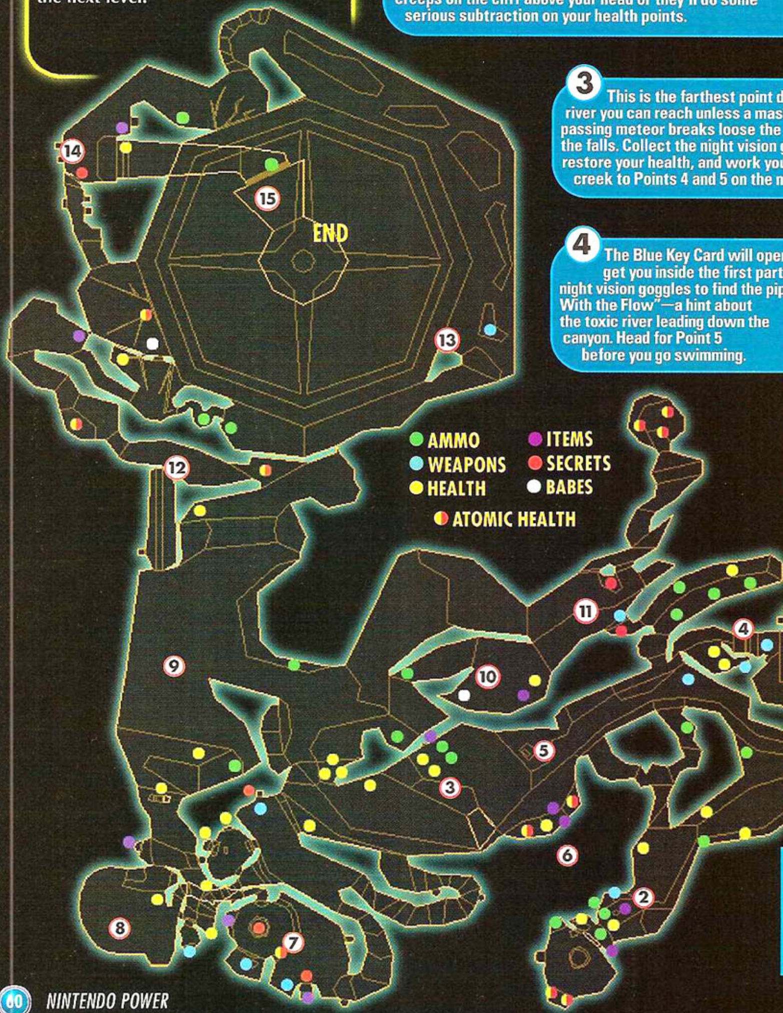


3 This is the farthest point down the toxic river you can reach unless a massive earthquake or a passing meteor breaks loose the broken boulders over the falls. Collect the night vision goggles in the corner, restore your health, and work your way back up the creek to Points 4 and 5 on the map.

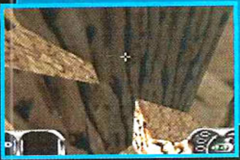
4 The Blue Key Card will open the chain link fence and get you inside the first part of the Abyss maze. Use the night vision goggles to find the pipe bombs and read the clue "Go With the Flow"—a hint about the toxic river leading down the canyon. Head for Point 5 before you go swimming.

5 This place looks nothing like the San Andreas Fault. Use the jet pack to get up to the memorial plaque next to the two cacti. You'll trigger an earthquake when you stand next to the monument. The tremor will widen the rift leading into the Abyss.

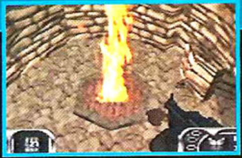


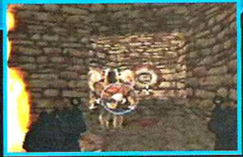


6 After the earthquake subsides, leap from the left side of the memorial plaque toward Point 6 on the map. You'll find an Atomic Life power-up on a ledge. There's a second Atomic Life on another ledge far below. Use your jet pack to break the impact after each jump or you'll lose your health points getting back to the ground.

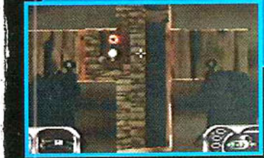


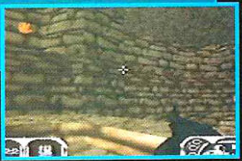
7 You need to touch all of the palm print buttons in both circular chambers to start another earthquake deep in the Abyss. This second earthquake will open up a new tunnel leading from the lava lake to the exit. Touch the palm print at the top of the stairs, then jump off the stairs and climb onto the platform rising out of the ground. If you still have fuel in your jet pack, you can hover up to the platform as it rises toward the ceiling. The palm print at the top of the platform will open the tunnel leading through the rest of the stage.



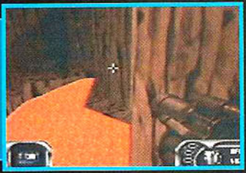


8 The greenish blue bolt of light blasting through this open hole won't hurt you, but it will shrink you down to the size of an action figure. After you've been hit by the light, make like a sewer rat and scurry through the small hole leading out of the chamber. Hurry or you'll pop back to normal proportions while you're still in the hole.

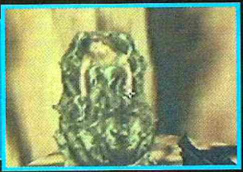




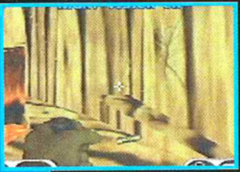
9 Your reinforced boots will keep your feet from melting in toxic green glop, but even steel toes will liquefy in this extreme heat. Run across the lava before you lose your soles.

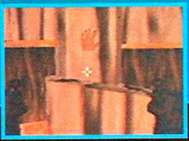


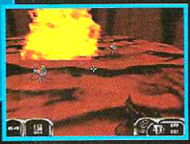
10 If you climb up the rocks in too much of a hurry, you'll miss the woman trapped in the rocks. Turn around and activate your night vision goggles so you'll spot her right away.



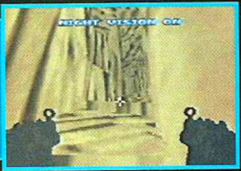
11 Are you in the mood to party? There's a fireside dance and a party mix of Atomic Health power-ups on top of the rock ledges above the lava river. Blast open the crack in the wall and climb along the passage filled with ammo and health kits, then search along the river for an island with a rock and a palm print. If you touch the palm print and continue jumping up the ledges around the lava flow, you'll eventually end up out on the dance floor.



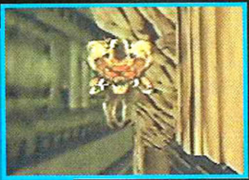


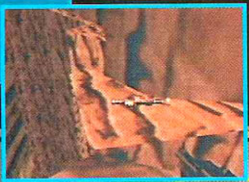


12 This steep, dark corridor is your ticket to the final area in this stage. You'll need to rely on your night vision goggles to spot and dispatch the monsters before they can ambush you.

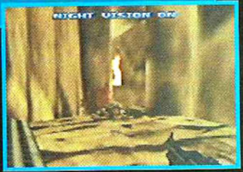


13 Leaping across the jagged platforms surrounding the alien chamber can be one of the toughest tasks in the entire game, especially if you have problems judging the distance between each ledge. If you still have fuel in your jet pack, fly to the stairs on the other side of the chamber. If you don't have a jet pack, take your time and carefully line yourself up with each ledge before you make your leap.

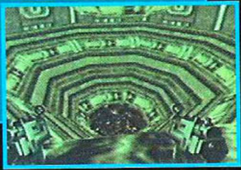


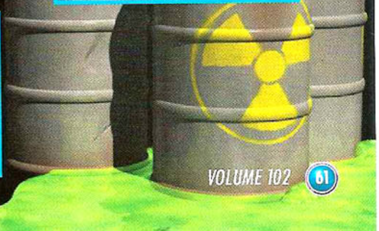


14 There's an alien sentry posted next to the door leading into the alien chamber. He's actually doing double duty since there's a secret door directly behind him. Use your night goggles to locate the entrance.



15 While most stages end when you find and punch a Self Destruct button, the exit out of the Abyss is a leap of faith into a dark, slimy pit. Press the alien claw print to raise the roof above the exit, then drop into the kingdom of the Battle Lord.

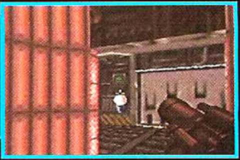




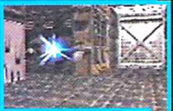
WARP FACTOR

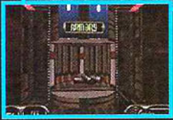
You've been deep-sixed in deep space. Warp Factor is a tiny ship packed with alien fiends who sneak around and wait to ambush you in areas you thought you'd already explored. You can't fight the enemy with high explosives when they're standing in your face. The key to survival is knowing when to anticipate an attack so you can get them before they get you. If you take careful note of the strategy tips on these pages, you might live to see the horrors waiting for you on the next planet. Then again, you might prefer to curl up inside an empty cargo hold.

1 Nasty, explosive beasties are waiting to home in on you as soon as you board the ship. The best way to deal with these pests is to shoot grenades into the room as soon as the door opens. Launch the grenades at an angle off the walls so they bounce into the far corners of the room. If you aim head-on at the walls, the grenades will bounce back inside your elevator.

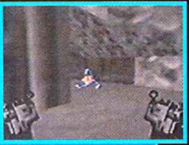


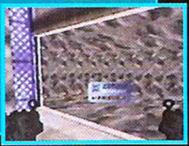
2 Most of the square panels in this cargo bay are locked, but you'll find a damsel in distress in the one next to the armory. Keep an eye out for aliens trying to sneak up on you during your rescue attempt.





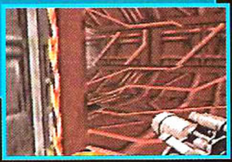
3 The left elevator is booby trapped. You'll take some damage going down the shaft, but it's the only way to get the Blue Key Card. Clear out the remaining aliens hiding in the rubble. Look for the card in a hole at the back of the chamber.



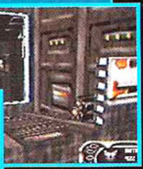


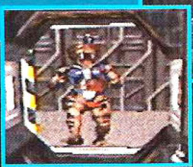
4 Those alien scum placed explosive trip wires at the bottom of the right elevator. Toss a pipe bomb next to the door, close the elevator doors, and blast the trap into oblivion.

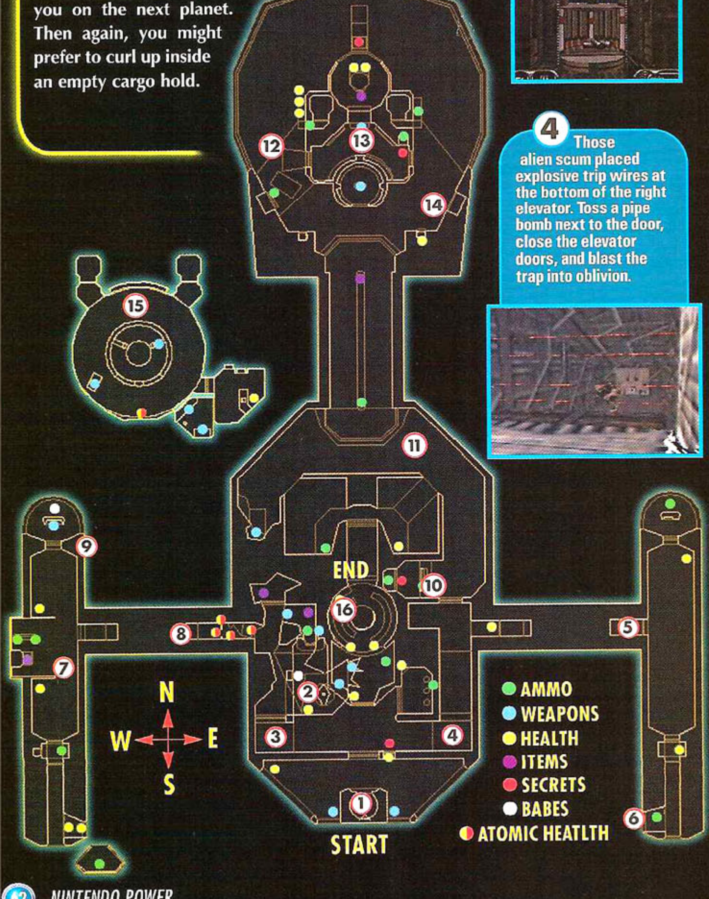
5 You'll use the Blue Key Card to gain access to a maintenance elevator leading up to the ship's starboard engine. There's another explosive alien waiting to home in on you the moment the elevator door opens. Have your grenade launcher ready so you can bounce explosives down the corridors ahead of you.



6 To open the last door at the back of the starboard engine, flip the switch next to the window that looks out across the stern of the ship. On the floor inside, you'll find a red pistol clip containing red dum-dum bullets. Flip the switch near the wall to take the automated maintenance shuttle from the starboard engine to the port.

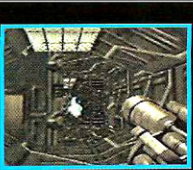


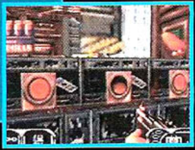




7

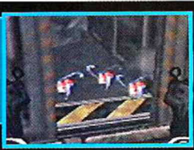
You'll need to use your trusty grenade launcher to clear out the aliens wandering the corridors inside the port engine. The Yellow Key Card is locked away in a vault, but if you press the middle button on the side of the safe, the vault will open so you can grab the key. Punch the button inside the safe before you leave, then turn around and take the elevator down to Point 8 on the map.





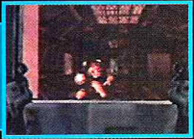
8

You're back in the room you blew up earlier in the stage, but now you can grab the three Atomic Health power-ups you couldn't reach before. Watch out, or you'll get burned by steam spewing from a broken pipe.



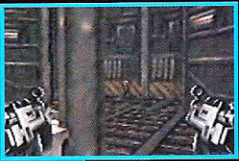
9

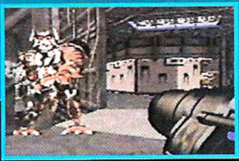
A couple of heavily armed aliens are waiting to ambush you when you reach the front of the port engine. Dispatch them with the grenade launcher or the pipe bombs, then rescue the babe behind the computer console.

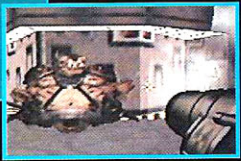


10 **11**

If you've played your cards right, you should have full health points and full ammunition right now. Life doesn't get better than this when you're a courageous space hero. With all this great stuff, you know that there has to be a catch. When you opened that vault and grabbed the Yellow Key Card, you triggered some sort of silent alarm. Every corridor is crawling with nasty aliens in all shapes and sizes. Keep your wits about you and conserve your ammunition until you've defeated the enemies waiting for you on both sides of the yellow door.

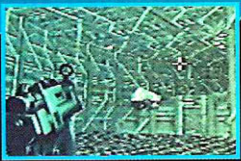






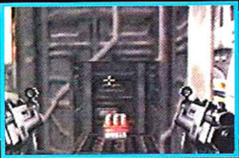
12

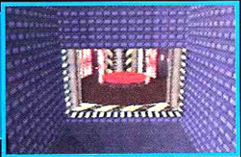
Someone or something broke all the lights inside the massive chamber below the ship's bridge. Activate your night vision goggles and use your machine gun or grenade launcher to discourage the homing aliens. Run up the only ramp in the room and activate the secret door behind the map.



13

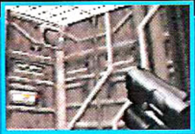
You could have gone through the doors leading into this computer room, but by jumping through the map you've confused all the aliens waiting to ambush you inside the massive chamber. Listen closely and you'll hear them banging on the doors. Load up on the ammo in the room and hit the switch in the corner to deactivate the force field surrounding the ship's reactor.

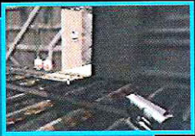




14

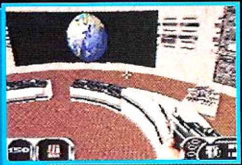
Now that the aliens have blasted themselves apart against the closed doors, explore the massive chamber and open the storage bin. You can't reach the button high in the corner, but you can hit it with a bullet. Run to the other side of the room and jump through the secret door before it closes.

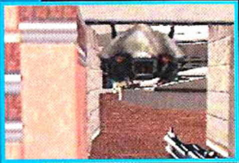


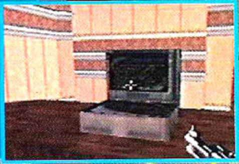


15

You've made it all the way to the bridge! If you decide to take just one goodie out of this well-stocked and thoroughly trashed room, make sure it's the Atomic Health power-up next to the ship's monitor. This place is just a little too quiet to feel secure. Tip-toe to the abandoned conference room next to the bridge and make sure you never turn your back on the door. If you have a moment, mess around with the laptop computer on the desk and open up the door to the Really Ready Room. If you don't have a moment, annihilate the alien ambushers, then tap the buttons on the laptop—the door will still open after you've demolished everything else in the room. Grab the captain's trusty missile launcher in the Really Ready Room and make your way back down to the reactor core at Point 16 on your map.

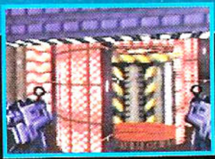


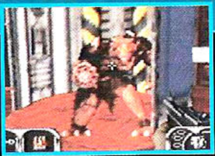




16

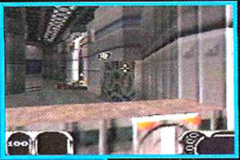
If you're wearing a sturdy pair of boots, you won't have to sweat wading through the radioactive muck to the elevator at the center of the ship's reactor core, but if you've worn holes in your soles, you'll have to run to avoid looking like a microwave entree. Blast the final alien creep waiting for you at the exit, then punch the Auto Destruct button and beam down to the Fusion Station.





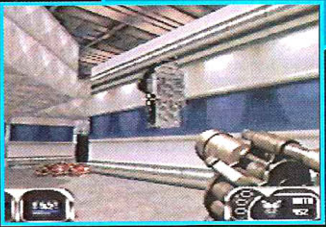
TIBERIUS STATION

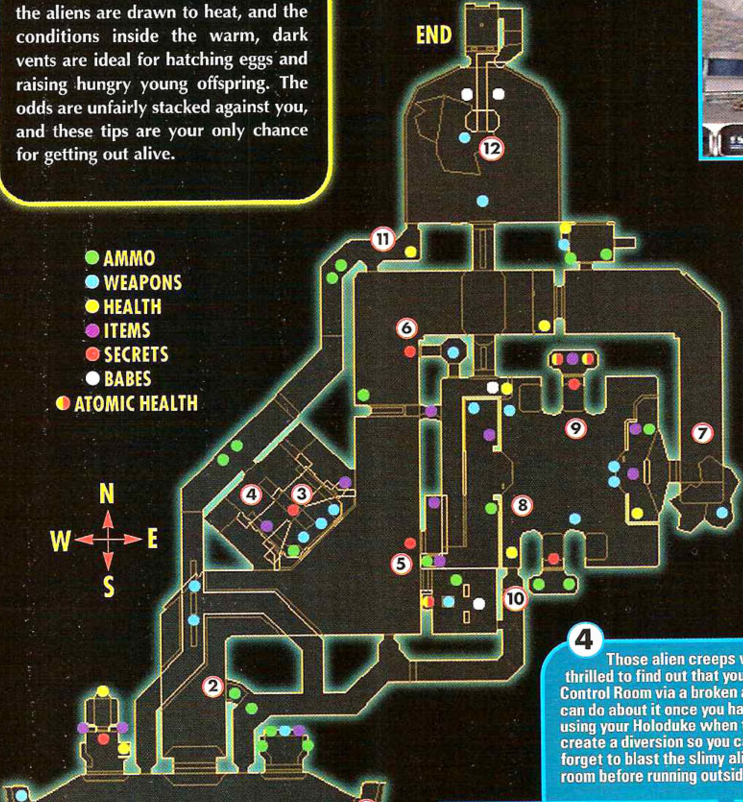
We would venture to guess that a mean-spirited programmer designed Tiberius Station so gamers would never suggest that Duke Nukem 64 is an easy game. You'll be so badly outnumbered in this overrun outpost that your only chance for survival is hiding in the cramped ventilation ducts throughout the facility. The only problem with this strategy is that the aliens are drawn to heat, and the conditions inside the warm, dark vents are ideal for hatching eggs and raising hungry young offspring. The odds are unfairly stacked against you, and these tips are your only chance for getting out alive.



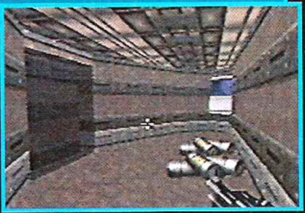
1 Hit the switch at the far right side of the chamber, then run across the room to the open Supply Room door before it can close. Repeat the same trick with the switch on the left side of the chamber room to open the door to the station's Armory.

2 There's an ambush waiting for you around this corner. Even if you survive, slimy hatchlings will drop from the dark shadows near the end of the dreary corridor. Take a detour by blasting a hole in the wall and leaping up into the ventilation system.

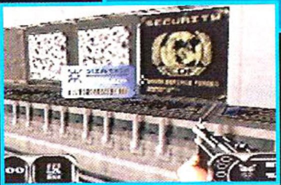


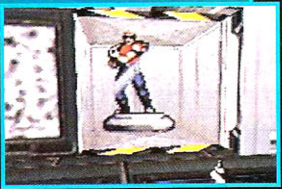


3 The ventilation ducts are creepy places to explore, but they can do wonders for your Secret Place score at the end of the stage. Stick to your guns and avoid high explosives in these tight quarters. You'll need to save your biggest fireworks for the brawny beast near the end of the level.

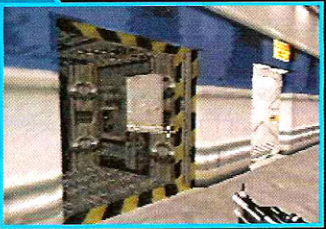


4 Those alien creeps will be a little less than thrilled to find out that you've dropped into the Central Control Room via a broken air vent, but there's not a lot they can do about it once you have the Blue Key Card. Resort to using your Holoduke when things get hot and you need to create a diversion so you can make a hasty retreat. Don't forget to blast the slimy aliens off the ceiling in the next room before running outside the control room.

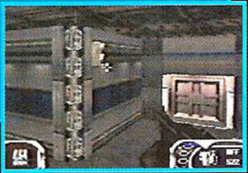




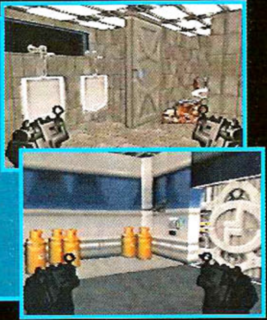
5 You'll find a hidden door next to the cargo door that you could open from the Central Control Room. Eliminate the alien inside the secret room, then pick up the spare ammunition, night goggles and the bottle of Vitamin X. If you're low on health points, this is a good time to revive before running through the large door leading to Point 6 on the map.



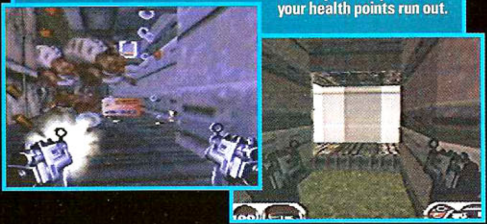
6 If you still have a jet pack, you can blast open this vent and crawl straight to the room leading to the exit. While this shortcut might seem appealing, there's a massive beast waiting to have you for lunch just before the end of the stage. Wait up in the vent until you see a hidden door opening into a room stocked with extra grenades.



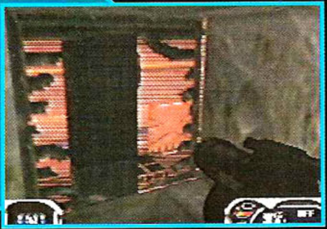
7 Turning the corner in the hallway leading to Point 7 is extremely difficult, especially if you're low on health points. If you're looking for a rest break, make a left into the restroom at the beginning of the hallway. There's an alien taking a break in the only stall inside the room, but if your aim is true, you won't damage the porcelain fixtures. When you're feeling better, lob a couple of grenades around the corner and finish off the remaining foes at the end of the hallway. Your Blue Key Card will get you through the locked door.



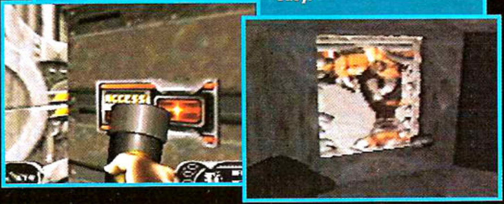
8 **9** The Red Key Card is at the bottom of the murky green pool. Wading in this toxic broth will wear down the protective lining around your boots, and attempting to swim with the monsters beneath the gooey surface will quickly wear down your patience. Grab the Red Key Card at Point 8, then, if you still have any stamina left, look for the entrance to the secret area near Point 9. Just remember to get to the Atomic Health power-ups before your health points run out.



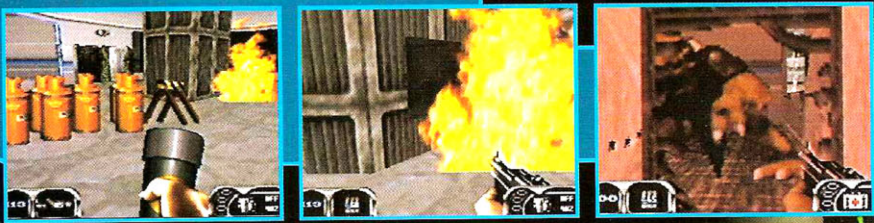
10 You can reach the room next to the Control Room if you use your jet pack to fly inside the ventilation duct in the lower right corner near Point 10. Crawl through the corridor until you see a pink glow reflecting through the vent. Make sure that you grab the missile launcher.

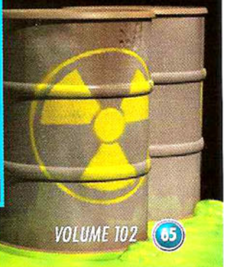


11 You can use the Red Key Card on the door and duke it out with the ugly beast guarding the exit, but there's an easier way to torment this feisty fiend and win the battle without getting hit. Stand outside the door and use pipe bombs to draw the monster up to the door, then fly up to the vent you found at Point 6. The monster will wait for you at the other end of the vent, but he's too large to come in after you. Remain in your hole while you blast him with your guns. It's almost too easy!



12 If you defeated the monster by shooting him through the ventilation shaft at Point 11, you'll have all the time in the world to explore this final chamber—just make sure that you destroy the alien eggs hatching near the door. You can't open the double doors at the end of the room because they're locked from the other side. If you're looking for the exit, you'll need to blast the orange radioactive canisters and climb through the ventilation shaft on the other side of the fire. When you reach a dead end, jump for the ledge above your head and continue through the passage. You'll come out on the other side of the locked double doors. Blast the alien enemy waiting to ambush you and punch the Auto Destruct button. You're done here, but the game is far from over. Look for more Duke Nukem strategies in an upcoming issue of Nintendo Power.

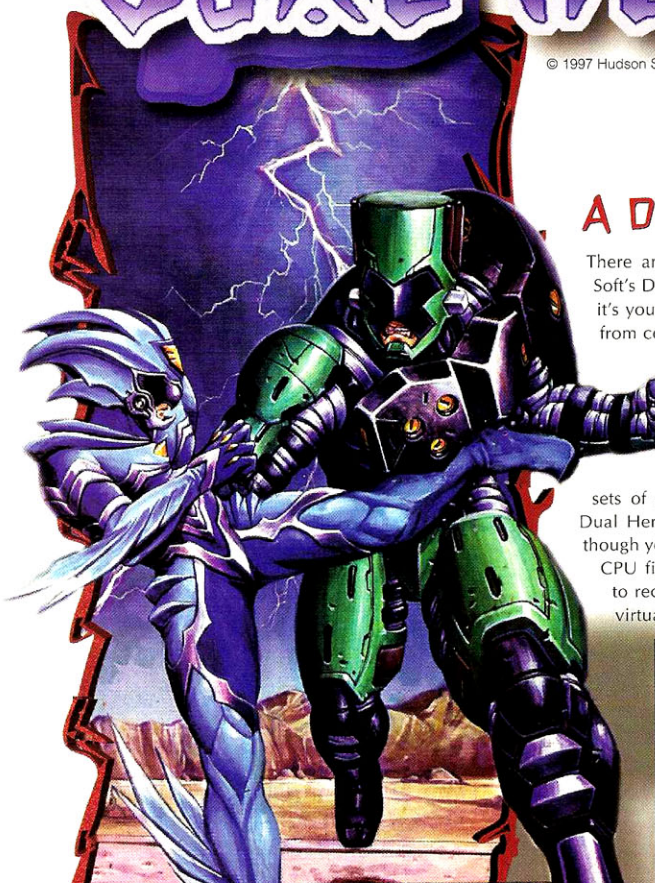




Dual Heroes introduces a new breed of fighters with characters designed by the artist behind the Power Rangers and AI that's smarter than the average fare.

DUAL HEROES™

© 1997 Hudson Soft.



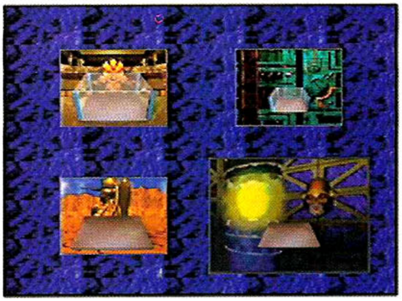
A Double-edged Duel

There are two sides to every story. In the case of Hudson Soft's Dual Heroes (due out in spring, 1998), one side is that it's your basic tournament fighting game, with eight fighters from colorful backgrounds ultimately facing off against four ruthless boss characters. The other side of Dual Heroes is that, besides challenging the CPU fighters, you can challenge virtual gamers who exist in the game's virtual arcade. The nine gamers are old pros at playing Dual Heroes, and, with their personal sets of AI and fighting styles, they'll control their favorite Dual Heroes to beat you in a two-player matchup. So even though you may think that you can figure out a fighting game's CPU fighters, you'll still have the flip side of Dual Heroes to reckon with when you take on its extra set of clever AI virtual gamers.

JULIE
37
HANA

RETSU
37
GUN

Choose The Arena



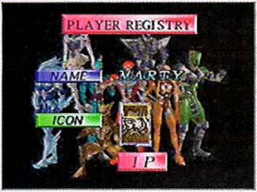
Almost everything in Dual Heroes has a dual nature. The game takes place in four arenas, but there are just two basic arena styles. One style is a ring enclosed by a force field, in which you can corner opponents against the barrier. The second arena is of the floating variety, where one misstep off the unenclosed platform could send a hero plummeting to doom.

Your style of fighting will depend on the style of arena you choose. Enclosed arenas are perfect for pinning opponents in corners, while floating arenas are better suited for those who can hold their ground.

CREATE YOUR HERO

PLAYER REGISTRY

In the virtual arcade, a portrait represents the virtual gamer who's challenging you. You can choose facial features to construct your own personal icon that represents you.



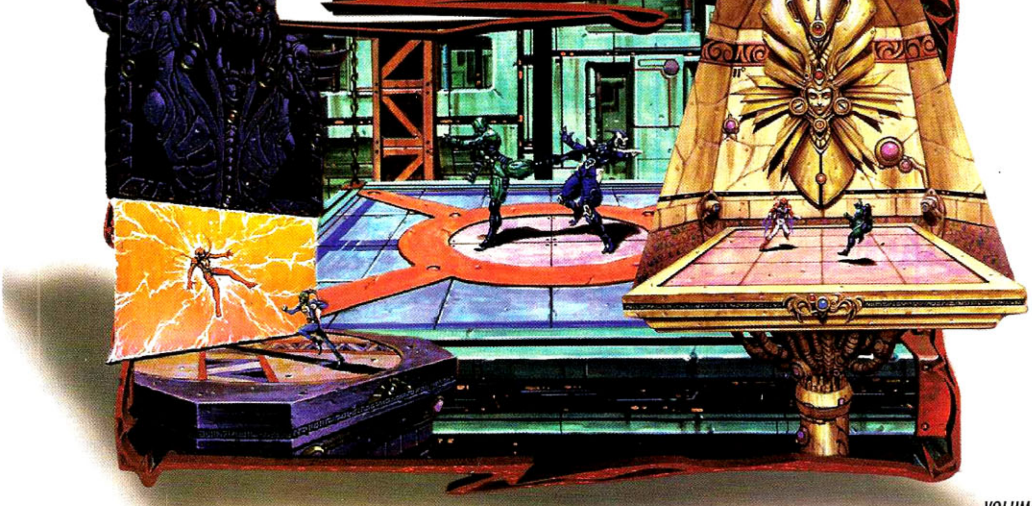
MEDALS

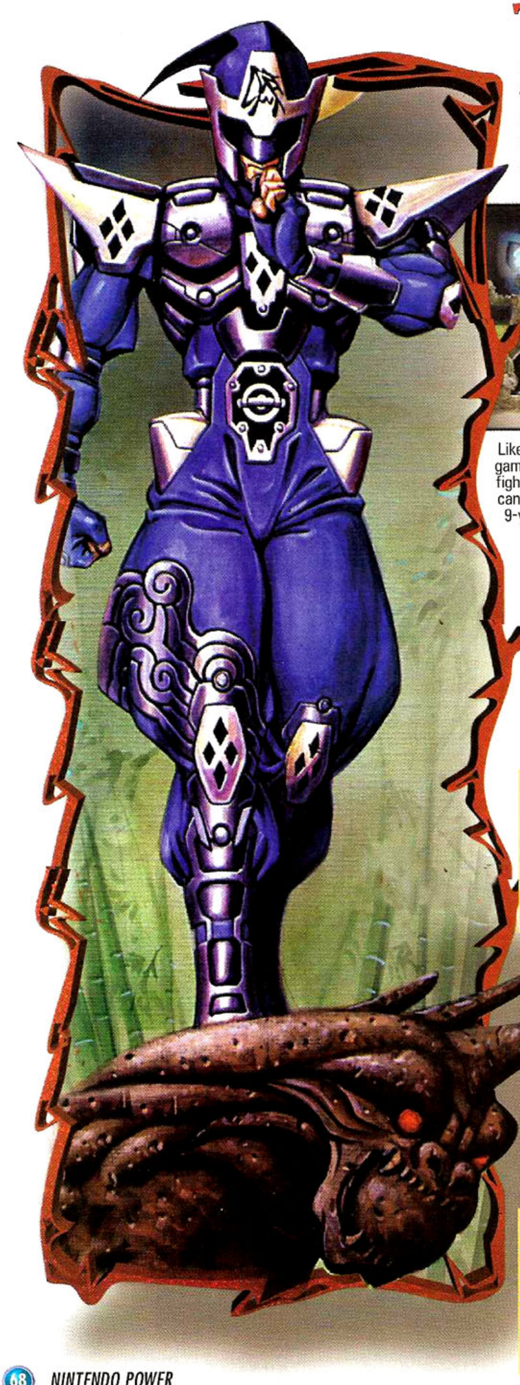
By emerging victorious from the Story Mode or by defeating a virtual gamer, you will earn a personalized medal that you can save on your Controller Pak.

VS. A FRIEND

With your medals saved on Controller Paks, you and your friends can vie for each other's personalized medals by challenging one another in a Dual Heroes duel.

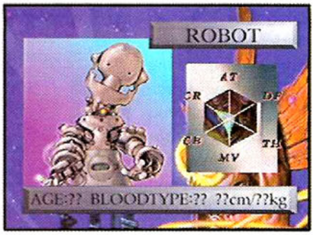
1P
2P
GUN
ZEN



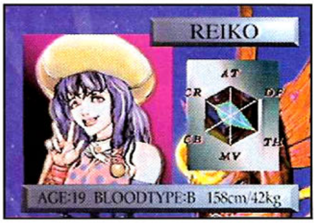


The Players behind the Fighters

If you don't have someone to fight against in a two-player bout, try challenging the nine distinct virtual gamers. Hudson Soft has programmed the AI gamers to have their favorite fighters and fighting styles, so while the CPU version of Kumo may prefer to use special moves, the virtual gamer may control Kumo to use cheap shots.

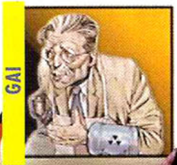


Like the Dual Heroes, the virtual gamers who can manipulate the fighters have their own identities. You can challenge gamers as diverse as a 9-year-old set of twins, a 27-year-old cyberpunk, or a mysterious robot. The AI gamers will control their favorite Dual Heroes (highlighted below in yellow) differently, making the game as unpredictable as playing against a real person.



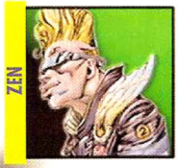
The Virtual Gamers

KINOSHITA



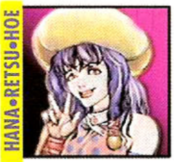
GAI

JOHN



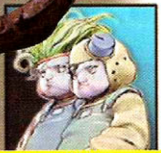
ZEN

REIKO



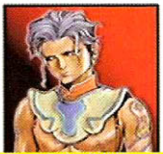
HANA•RETSU•HOE

ALAN & MILAN



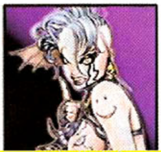
GUN

TAKEMARU



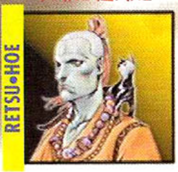
ZEN•GAI

ZARA



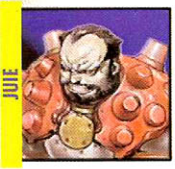
ZEN• KUMO

YAMAZAKI



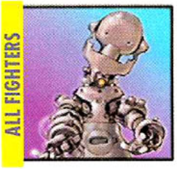
RETSU•HOE

BILL



JUIE

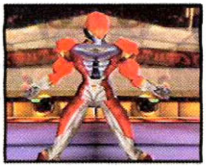
ROBOT



ALL FIGHTERS

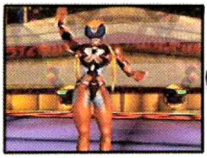
The Fighters

GAI



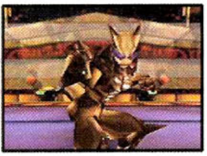
Gai was born to fly. The space pilot can spin in the air like a whirligig and whip enemies with the wing-like blades on his back.

KUMO



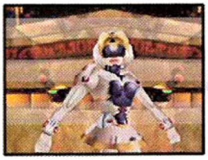
Kumo is a dancer, so, naturally, most of her moves involve fancy footwork, such as leglocks. Even her basic kick poses a major threat.

JUIE



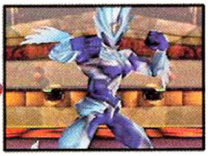
The bionic beast (who apparently fights right after performing on Broadway in Cats) uses feline agility to claw past opponents.

HANA



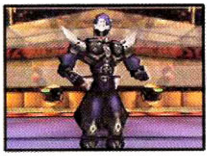
A botanist in Australia by day, superfast Hana is quick with the kicks and can swiftly blacken an eye with her green thumb.

ZEN



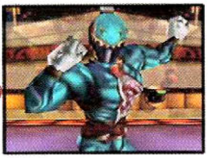
Zen has perfected the art of fighting dirty. The commander gets away with cheap moves, such as kicking opponents when they're down.

RETSU



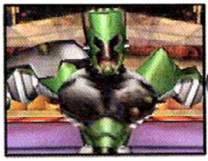
Trained as a ninja, the cyborg has quick upper and lower body attacks, making him one of the game's more balanced fighters.

HOE



Hoe is a master of kung-fu who also specializes in wrestling moves and holds, such as the flying elbow slam.

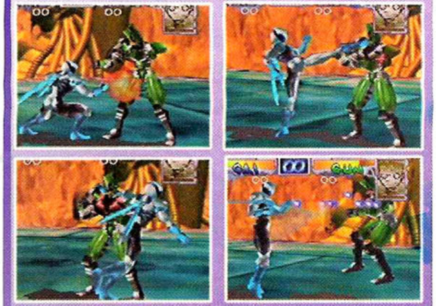
GUN



What Gun lacks in finesse, he makes up for in brute force. The soldier's hits pack a little more power than his enemies' do.

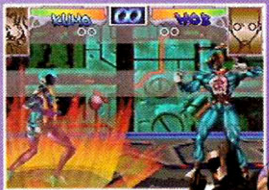
SUPER POWERS

SPECIAL MOVES

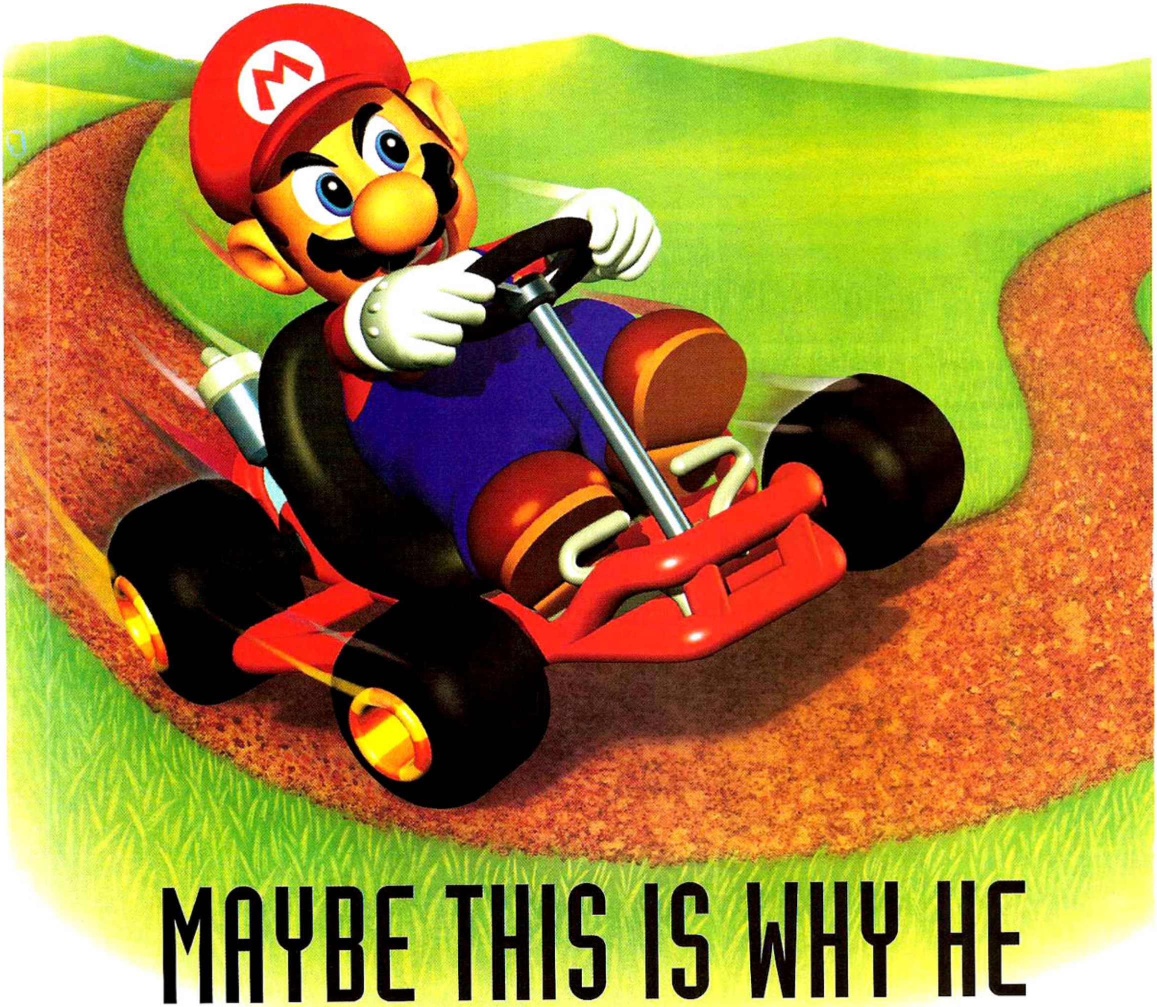


Special attacks inflict more damage and are easy to activate. They usually require holding one or two buttons down while manipulating the Control Stick.

CRYSTALLIZE



Each Dual Hero has a double identity. To temporarily increase the damage that you deal, your hero can transform into a solid crystal-like form.



MAYBE THIS IS WHY HE DRIVES THAT KART SO FAST.

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KIRBY'S DREAM LAND® 3

KIRBY'S DREAM LAND 3 IS ONE ACTION GAME FOR THE YOUNGER CROWD THAT DEFINITELY DOESN'T SUCK, EVEN IF ITS HERO DOES. READ ON TO FIND OUT HOW A LITTLE GUY WHO'S A CROSS BETWEEN A FLUFFY PILLOW AND A BIG, PINK BALLOON CAN PROTECT THE ENTIRE PLANET OF POPSTAR FROM AN ALIEN INVASION!

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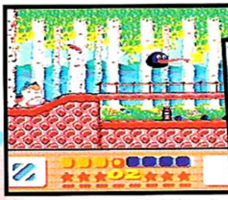
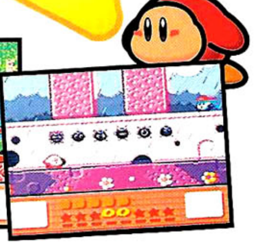


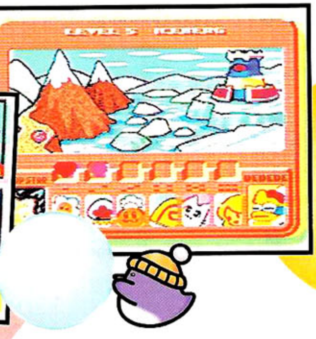
KDL 3 includes several old friends and many new allies, including Gooey, who is especially helpful in the two-player mode.



Several puzzling mini-games are mixed in with the side-scrolling action stages.

CLOUDS OVER DREAM LAND

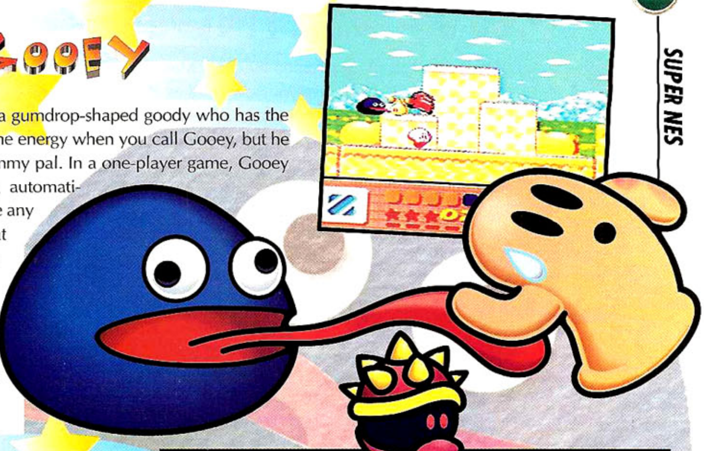
Kirby has all the muscle tone of a marshmallow, but he's one tough creampuff. So tough, in fact, he's starred in nine previous games. In KDL 3 for the Super NES, Kirby must slurp his way through 30-stages of candy-colored action to drive back the cloud of Dark Matter that's turning the inhabitants of PopStar toward evil. As usual, Kirby's standard method of attack is to inhale his opponents. If he doesn't swallow them, he can spit them back out as glowing stars to defeat other enemies. Less experienced players will find this game challenging, but not frustratingly so, while the two-player mode will offer lots of cooperative fun.



You'll explore five different lands across the surface of PopStar, each with six action stages and one boss stage.

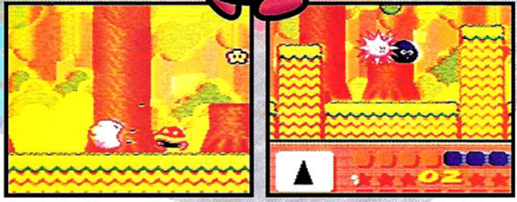
FUN WITH GOOEY

Joining our squishy superhero is Gooey, a gumdrop-shaped goody who has the same powers as Kirby. Kirby will lose some energy when you call Gooey, but he can regain the power by inhaling his gummy pal. In a one-player game, Gooey will tag along automatically and battle any enemies that come in range. In the two-player mode, the second player will control Gooey.



COPYCATS & POWER-UPS

Both Kirby and Gooey can absorb special powers from certain enemies. Try swallowing opponents, rather than spitting them out. If you swallow an enemy with a special power, you'll copy that power and be able to use it as your own.



Swallowing the same type of enemy will give Kirby and Gooey similar abilities. If you don't like a power-up, you can spit it out and inhale another.

FIRE

Swallowing enemies with the Fire power will give you the ability to turn into a roaring fireball. Press Y to blast ahead through any enemies or obstacles. You can't change direction while you're blasting, but your flame will protect you from most threats.

STONE

The Stone power isn't spectacular, but it can be useful. With it, you'll have the ability to turn into an indestructible rock. You can't move or attack while in stone form, so you may have to wait until the danger passes before reverting to your squishy self.

PARASOL

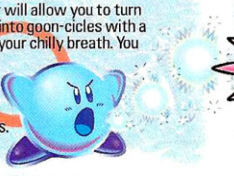
Only Kirby could turn a Parasol into a lethal weapon! In his pudgy little hands, this humble bumbershoot is as powerful as any sword. You can also hold it over your head or out in front of you as a shield. Like Kirby, it's a heck of a lot tougher than it looks.

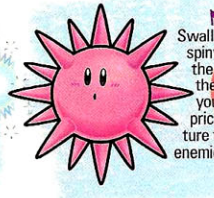
BROOM

With the Broom in hand, you'll be able to sweep all manner of enemies and obstacles out of your path. You don't actually have to touch enemies with the Broom itself. The clouds of dust that it kicks up are powerful enough to blow any Dark Matter denizens away.

ICE

The Ice power will allow you to turn your enemies into goon-cicles with a single puff of your chilly breath. You can then push the blocks and use them as battering rams.





NEEDLE

Swallow various types of spiny enemies to gain the Needle power. At the push of a button, your heavy coat of prickly spines will puncture far more than your enemies' pride.

CUTTER

The Cutter will make quite an impression on your opponents. Press Y to throw a razor-edged boomerang to the edge of the screen. It will cut down enemies coming and going.

SPARK

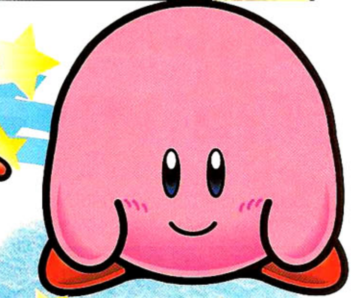
This power will do more than put a sparkle in your eye; it will turn you into a living lightning bolt. Anyone who comes close to you will surely make a shocking discovery.

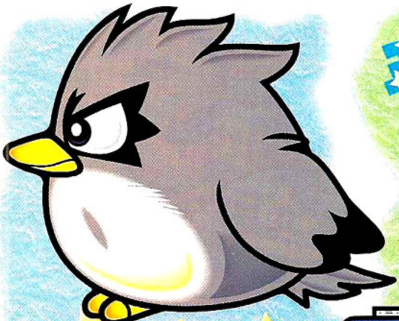
POWER PICKS

The most effective powers are marked with a circle. Those marked with a triangle are less powerful and can take a bit of practice to use well. The lowest rating, an X, goes to the Stone power.

FRIENDS INDEED

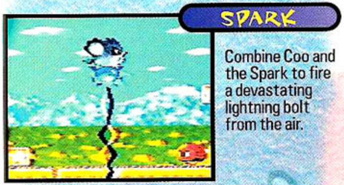
Some of Kirby's friends have escaped the Dark Matter, and teaming up with one of them will also give you new abilities. If you team up and then absorb a special power, you'll end up with yet another, different ability. Here are just a few of the many combinations.



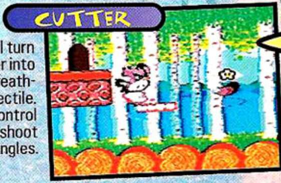


COO

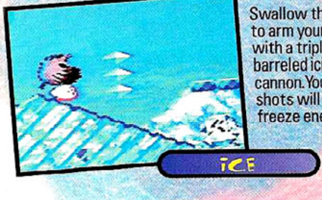
If you team up with your feathered friend, Coo, you'll fly much farther and faster than usual. Strong winds and bad weather are nothing to him, and you'll be able to maneuver over and around many obstacles that would normally give you pause.



Combine Coo and the Spark to fire a devastating lightning bolt from the air.



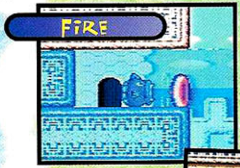
Coo will turn the Cutter into a huge, feathered projectile. Use the Control Pad to shoot at angles.



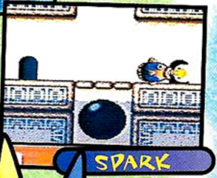
Swallow the Ice to arm yourself with a triple-barreled icicle cannon. Your shots will freeze enemies.

KINE

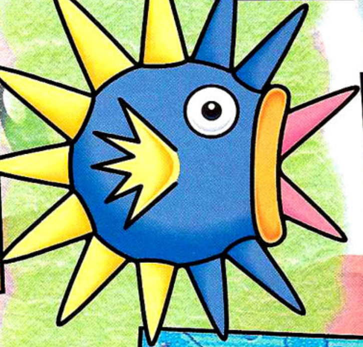
Kine normally makes his home in the deep blue depths of PopStar's serene oceans, so, as you probably expect, he's not particularly comfortable on land. In the water, though, Kine is your only choice for traveling companion and comrade-in-arms.

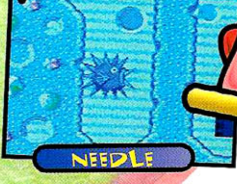


If you swallow the Fire, you'll be able to blow flame rings above and below the waves.



The Spark power will give you the ability to light up even the murkiest depths.

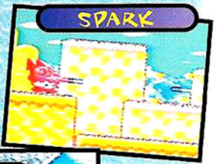




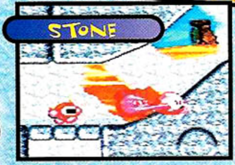
Transform the smooth-skinned Kine into a spiny puffer with the Needle power.

CHUCHU

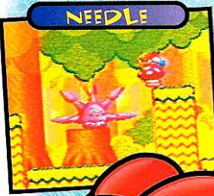
We don't know if ChuChu is related to Kirby or Gooey, but she has one power they don't: the ability to stick to ceilings. Her protoplasmic arms reach as far as Gooey's tongue, but without a copied power, she won't contribute much to a battle.



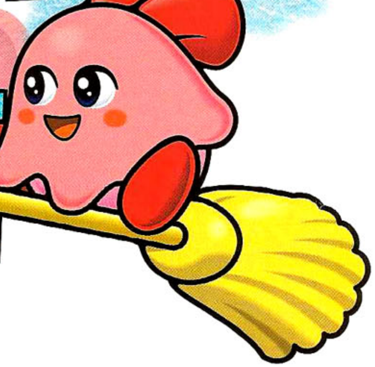
ChuChu will transform the Spark into a slim bolt of energy that will bounce off some obstacles.

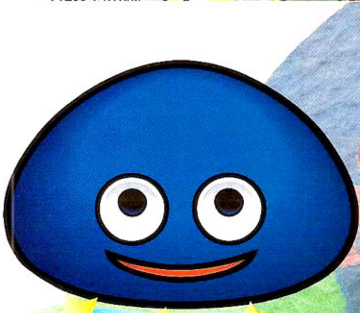


With the Stone power, ChuChu will swing you around in a circle and knock any incoming opponents for a loop.



Swallowing the Needle will turn ChuChu into a protoplasmic porcupine.

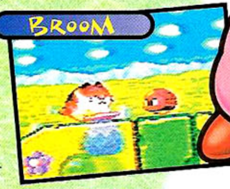




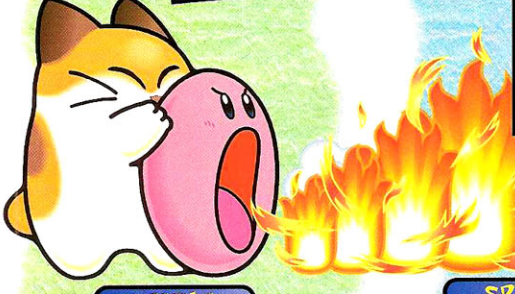
NAGO

The clever cat known as Nago is one of Kirby's new friends. His legs don't look like much at first, but they can launch you into an awesome triple jump. Nago's one disadvantage is his larger size, which makes him (and you) more of a target for enemy assaults.

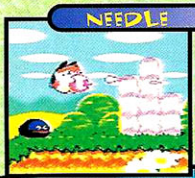
BROOM



Nago will use the Broom to turn Kirby into an indestructible "turfboard." Press Y to bulldoze ground-based enemies.

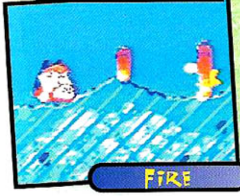


NEEDLE



In Nago's paws, the Needle will become a rapid-fire gun that shoots at various angles.

FIRE

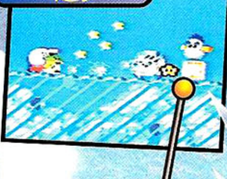


With Nago to back you, your Fire breath will become a speeding wall of flame.

PITCH

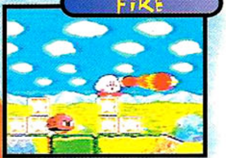
Pitch can't fly as far or as long as Coo without taking a short rest, but he could probably break a few land speed records. Combining Pitch with the various powers will produce some of the best attacks in the game.

ICE



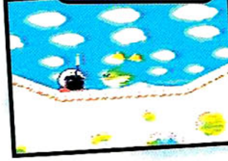
Teaming up with Pitch will greatly increase the range and power of your Ice breath attack.

FIRE



The Fire power will turn Pitch into a sizzling boomerang. He'll fly out and back automatically.

SPARK

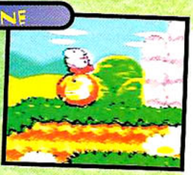


With the Spark, you can launch an electrified Pitch and use a remote control to direct his flight.

RICK

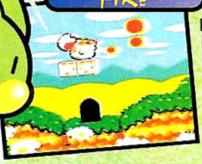
Last, but not least, is the sure-footed Rick. He's a good leaper like Nago, but his best trick is walking on icy paths without slipping. His one, glaring weakness is that he can't inhale well, leaving you vulnerable if you don't have a special power already.

STONE



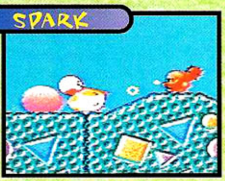
This is probably the best Stone combo. Kirby will roll Rick along the ground.

FIRE



Rick also has the best Fire combo. He'll become a walking flamethrower!

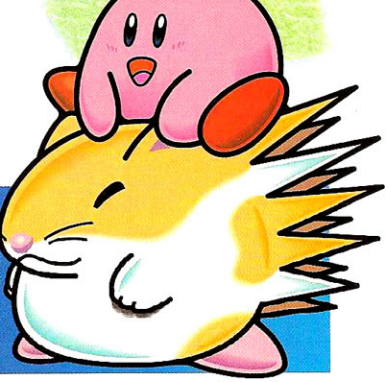
SPARK



If you're teamed up at the end of a stage, your teammate will follow you to the next. You can re-enter completed stages to find or switch friends. When you're done, press Start and then Select to exit.

BACKTRACKING

Only Kirby or Gooey can team up at one time. If you're teamed up at the end of a stage, your teammate will follow you to the next. You can re-enter completed stages to find or switch friends.

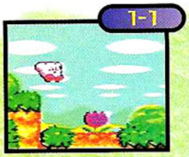


DREAM LANDS

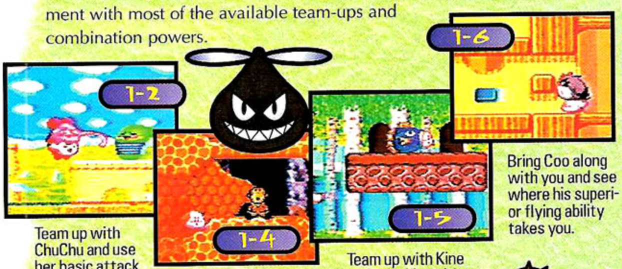
Even if you get through every stage and defeat the Dark Matter menace, your quest won't be finished. To complete 100% of the game, you must also fulfill a secret mission in each stage. We've outlined some of the more mysterious missions below, and you'll find some helpful hints for defeating the bosses of levels one through four, as well.

LEVEL 1

The tranquil Grass Land is your training ground. You'll find most of your friends and a good sampling of power-ups within the first few stages alone, so you'll be able to experiment with most of the available team-ups and combination powers.



To earn full credit for Stage 1-1, avoid stepping on the flowers.

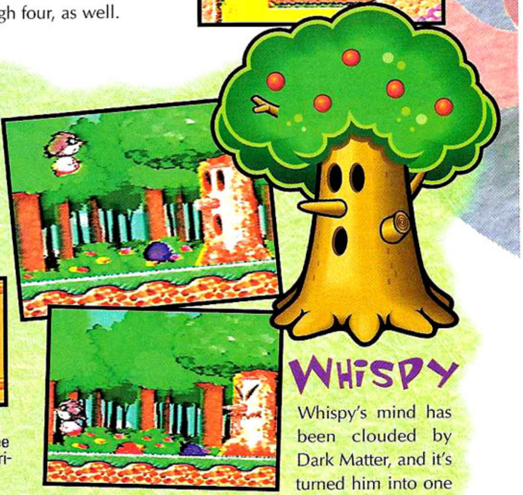


Team up with ChuChu and use her basic attack at this point.

Defeat the mini-boss in this stage and rescue a kidnaped monkey from his evil clutches.

Team up with Kine and take him with you through Stage 1-5. He may come in handy very soon.

Bring Coo along with you and see where his superior flying ability takes you.

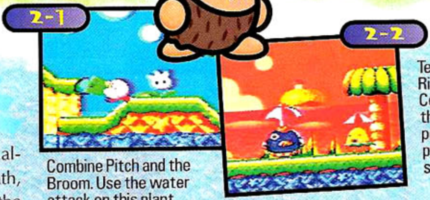


WHISPY

Whispy's mind has been clouded by Dark Matter, and it's turned him into one unhappy camper. Inhale the fruits and veggies that he tosses and spit stars in his face three times. He'll charge at you then, and you'll have to peg him three more times on the run.

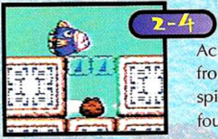
LEVEL 2

Things get confusing in Ripple Field, especially in the Stage 2-6 maze. Take the top path, switch to the bottom path, then switch to the path that's second from the top. You'd do well to team up with a friend who can fly far and fast.

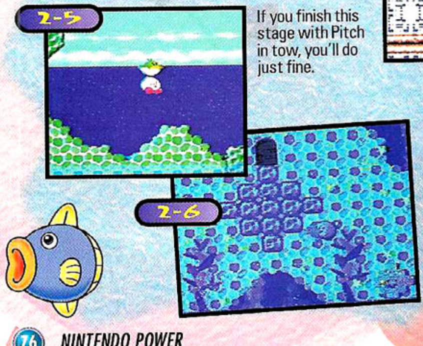


Combine Pitch and the Broom. Use the water attack on this plant.

Team up with Rick, Kine or Coo and use the Parasol power at this point in the stage.



Defeat the mini-boss and rescue a wayward frog for full credit.

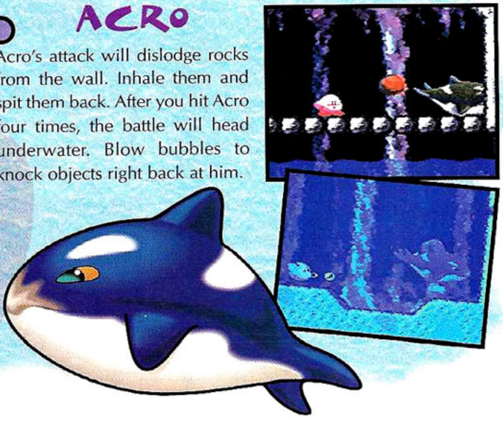


If you finish this stage with Pitch in tow, you'll do just fine.

Take a good look at the character that represents Stage 2-6 on the map screen. Use these blocks to make a picture of his face.

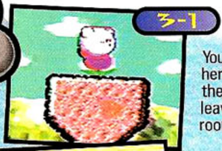
ACRO

Acro's attack will dislodge rocks from the wall. Inhale them and spit them back. After you hit Acro four times, the battle will head underwater. Blow bubbles to knock objects right back at him.



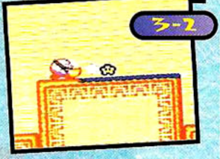
LEVEL 3

You'll be introduced to many new enemies among the dunes and crags of Sand Canyon, some of whom have powerful long-range attacks. You won't have many opportunities to absorb special powers in some stages, and you should be careful of the indestructible cannons.



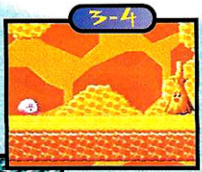
3-1

Your mission here is to stomp the flowers, but leave the mushrooms intact.



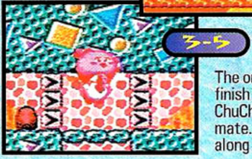
3-2

Be a good blob and clean the dirty floor with the Broom. Thanks, Kirby!



3-4

In the water maze follow the lower and then the middle paths to this mini-boss.

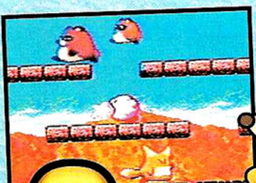


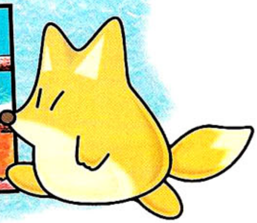
3-5

The only secret here is to finish the level with ChuChu as your teammate. Just be careful along the way!

DON & CON

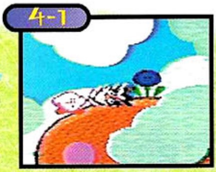
Avoid the running rodents as best you can. Inhale the little badgers and foxes and spit them back at Don and Con several times. Once one of them is gone, the other will run faster. You can drop through a platform by pressing Down on the Control Pad.





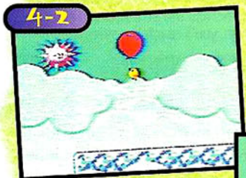
LEVEL 4

Strong winds and storm clouds are just two of the dangers you'll encounter in Cloudy Park. Here's a chance for Coo or Pitch to really shine. A lot of the stages are set among the clouds themselves, and enemies will attack from behind the wisps and puffs.



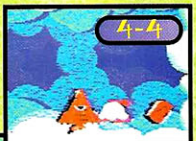
4-1

Dust all the flowers in the stage using either Rick or Coo and the Broom.



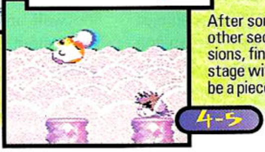
4-2

Make sure you grab the Needle power somewhere in this stage. Pop the balloon to save the chick.



4-4

Team up with Coo to find and defeat this mini-boss to rescue an orange—an orange?!

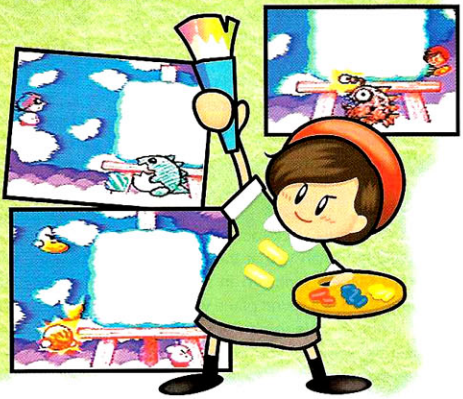


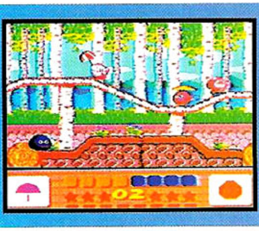
4-5

After some of the other secret missions, finishing this stage with Rick will be a piece of cake.

ADO

Ado's paintings will come to life and attack you. Once again, look for things you can inhale and use as ammo. Crouch down to avoid the aerial attacks from the Sun and the Moon.





GO WITH GOOEY

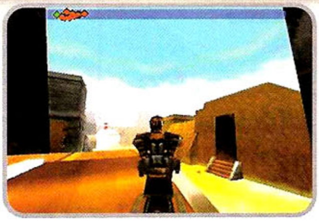
In our book, traveling with Gooey is the only way to go. If he starts taking damage, simply swallow him and then press A to call him again. He'll pop out, good as new! In the one-player mode, Gooey will use his basic tongue attack only, but in two-player mode, he can copy powers as easily as Kirby does. The one drawback to the two-player mode is that only one character, Kirby or Gooey, can team up at a time. You will, however, still have twice the firepower you normally would!

COUNSELORS' corner

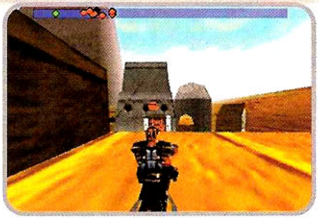
STAR WARS: SHADOWS OF THE EMPIRE

HOW DO I GET THE ROOFTOP CHALLENGE POINTS IN MOS EISLEY?

The third and fourth Challenge Points in Mos Eisley are the toughest to get in Mission Six. Make sure you wipe out the Swoop gang before you start hunting for Challenge Points. Jump diagonally to the right across the second ramp in the stage to the roof with the third Challenge Point. Stop your bike on the roof and line yourself up with the fourth Challenge Point on the awning across the street. If you accelerate fast enough, you'll nab the bonus.



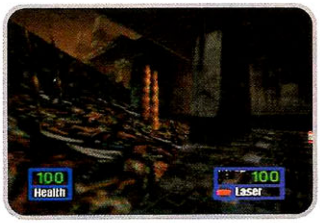
Jump diagonally across the second ramp in the stage to pick up the third Challenge Point, then jam on the brakes and stop on the roof.



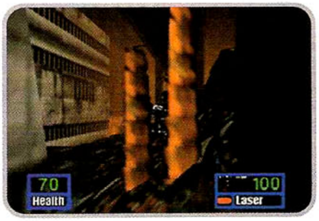
Line yourself up with the fourth Challenge Point on the awning across the street. If you accelerate fast enough, you'll reach the awning.

HOW DO I DEFEAT IG-88?

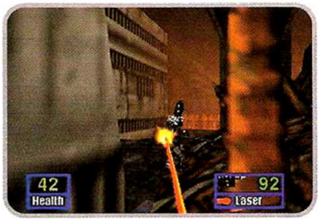
IG-88 is a jet-pack-toting silver robot waiting to nab you at the end of the Ord Mantell Junkyard in Mission 4. Luckily, there is a secret place where you can ambush this high-flying bounty hunter. As soon as you enter the area, jump down from the train and walk to the wall, where you'll see two openings. Take the left entrance and run up the ramp to two alcoves, one filled with junk and the other empty. Enter the junk-filled alcove and stand between the two red pieces of scrap metal. Keep your back to the wall and wait for IG-88 to appear, then shoot between the two pieces of metal. If IG-88 tries to hit you from a different angle, back up or step to the left or right to avoid his fire.



Jump off the train and start running for this junk-filled alcove at the top of the left ramp.



Stand between the scrap metal with your back to the wall and wait for IG-88 to drop in.

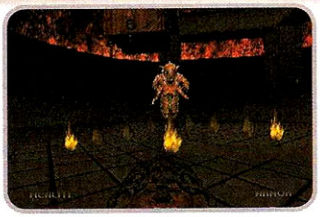


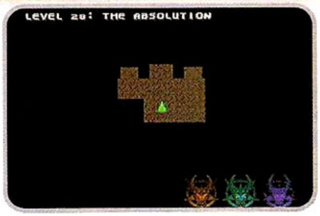
Slide to the left or right or back up if IG-88 tries to shoot at you from a different angle.

▶DOOM 64

WHICH WEAPONS WILL DESTROY THE MOTHER DEMON?

The Laser, the BFG 9000 and the Rocket Launcher are the best weapons to use on the Mother Demon. The key to victory is starting the fight with the Laser. If you found all three Artifacts, you can charge the Laser to full power. The Artifacts are located in Level 29: Outpost Omega, Level 30: The Lair, and Level 31: In the Void. The Artifacts can also be used as keys to seal off the monster portals in the Mother Demon's lair.

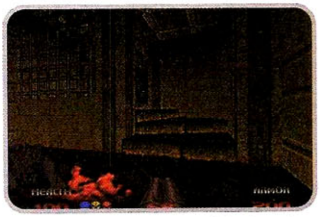

The Laser, the BFG 9000 and the Rocket Launcher work best against the Mother Demon.

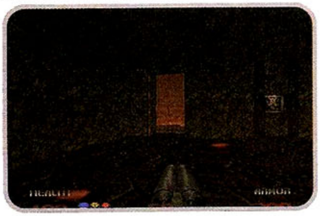


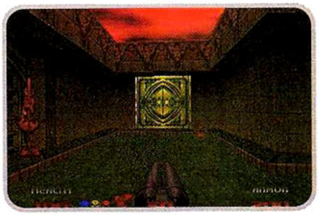
To max out your Laser power, you'll need to use the three Artifacts found in Stages 29, 30 and 31.

WHERE IS THE SECRET EXIT LEADING TO LEVEL 31?

The secret exit leading to Level 31 is in Level 18. You can finally find and activate the secret exit when you have the Yellow Key. As you enter the Yellow Door, turn left and climb the stairs. Listen closely until you hear a door open. Run back through the Yellow Door and follow the left wall around the corner. If you enter the small room fast enough, you'll reach the secret exit before it closes. If you don't reach it in time, retrace your steps to the Yellow Door and try again.

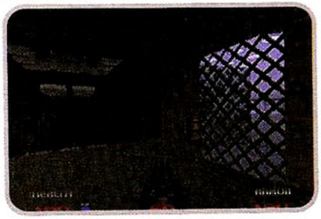

As you enter the Yellow Door, climb the stairs and listen for the sound of a door opening.

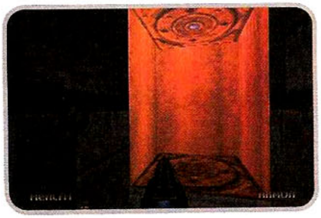

Run back down the stairs and follow the left wall to a small room—you'll see the secret exit.

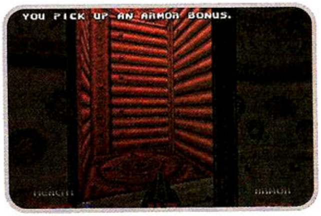

The secret exit is open for only a few seconds, so if you don't make it, go back and try again.

HOW DO I WARP FROM THE FIRST STAGE TO THE LAST?

To warp, you must destroy all ten barrels in the first level except for the one just to the right of where you start the game. After destroying the barrels, take the teleporter in Secret Area 2. To find Secret Area 2, enter the Blue Door and follow the right wall up the steps, then turn around and jump into the door that appears inside a pillar. Press the switch inside the alcove, then exit and walk into Secret Area 2. Take the teleporter and destroy the barrel on the right. As the barrel explodes, jump through the door behind you and take the secret exit in the left wall.


Destroy all of the barrels in the first stage except the first one you see at the beginning of the game.


Go through the Blue Door, then work your way into Secret Area 2 and enter the teleporter.

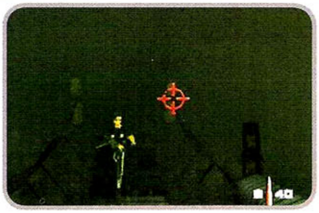


Destroy the barrel and run through the door behind you. The secret exit is in the left wall.

▶GOLDENEYE

HOW DO I DEFEAT XENIA ONATOPP?

There's a trick to defeating Xenia on the bridge in Mission 7-1, and if you do it right, you'll survive the battle without a scratch. It's important to remember that neither Onatopp nor any other guard in the game will fire diagonally across a bridge or catwalk railing. Wait until Xenia appears, then step to the left or right of the bridge and unload your AR33 as she runs toward you. If your aim is true, Xenia won't make it halfway across the bridge.



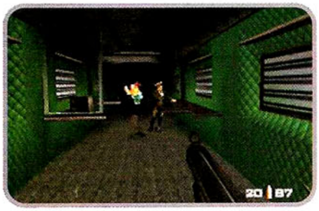
Wait for Xenia to appear on the other side of the bridge, then sidestep and start firing your AR33.

OBJECTIVE B: COMPLETED
10

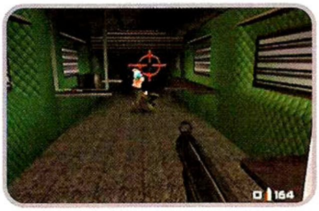
Xenia won't fire diagonally across the bridge, which means she can't return fire at you.

HOW DO I BUY MORE TIME IN ALEC'S TRAIN TRAP?

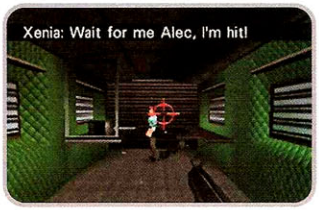
This trick will buy you valuable time while you're making your escape from Alec's Train trap. When you reach the end of the train, target General Ourumov and dispatch him before he can take out Natalya. As you shoot, you'll see a blast door dropping behind the slumping General. If you look closely you'll see the shadows of Xenia and Alec. You'll have to shoot fast, but if you hit Xenia, Alec will have to help her before priming the explosives on the train.



Take out the General before he can shoot, then target the shadows behind the blast door.



The trick to buying time is to hit Xenia before the blast doors seal you inside the car.

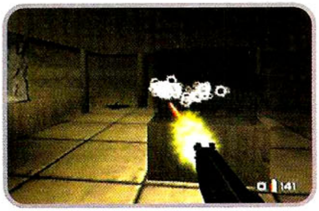


Xenia: Wait for me Alec, I'm hit!

If you hit Xenia, you'll see her message to Alec, asking him to wait for her.

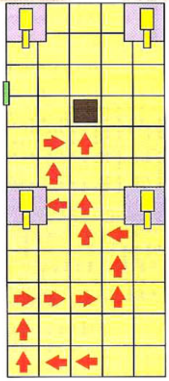
HOW DO I RECOVER THE GOLDEN GUN?

To reach the Golden Gun, you'll need to step on the correct floor tiles leading up to the gun podium. This hidden path is outlined by arrows on the map to the right. While it's possible to destroy the four drone guns in each corner of the room, there's no way to break the bullet-proof glass surrounding the gun. If you make a mistake and accidentally set off the trap, you can still escape if you reach the door in the left wall before the drone guns activate. The trap will reset after you leave the room.



Even if you destroy the drone guns, it's impossible to break the glass around the Golden Gun.

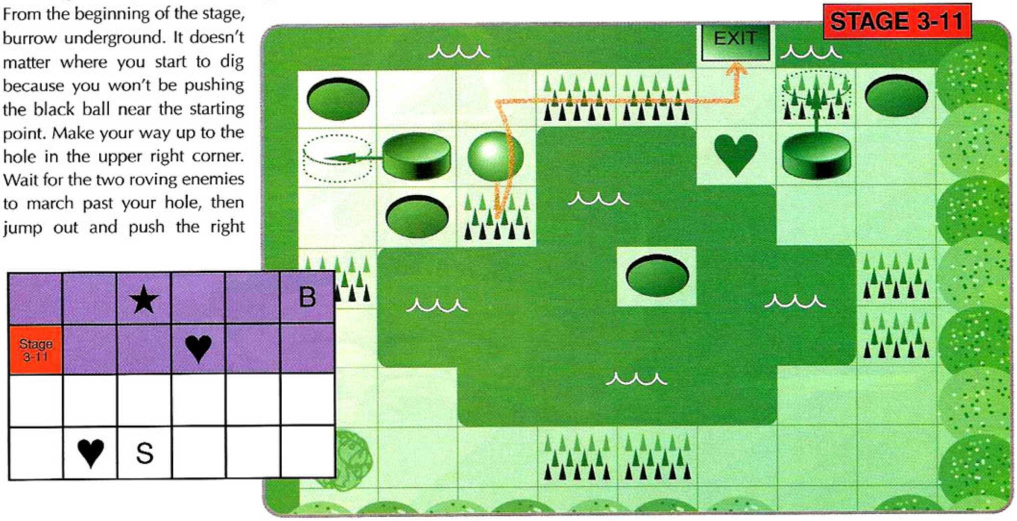
Keep the tiles on the floor in view at all times. One misstep will trigger the drone gun trap.



▶ MOLE MANIA

HOW DO I GET PAST THE ELEVENTH STAGE IN WORLD 3?

While this stage looks complicated, it's actually fairly easy to complete. More than a few players might think that they have to push the ball past the spikes and all the way around the lake or create underground passages that utilize every hole in the stage, but there's an easy and elegant way to solve this puzzle. From the beginning of the stage, burrow underground. It doesn't matter where you start to dig because you won't be pushing the black ball near the starting point. Make your way up to the hole in the upper right corner. Wait for the two roving enemies to march past your hole, then jump out and push the right weight up one space and grab the heart. Jump back in the upper right hole and burrow over to the hole in the upper left corner. Here's the trick: push the Black Ball down one space, then throw it backwards over your head. Push the left weight left one space, then shove the Black Ball right. The ball will roll across the top of the screen and hit the weight you moved near the upper right corner. Burrow back to the hole in the upper right corner, wait for the enemies to pass, and jump out and push the Black Ball up into the Exit Block. Before you leave, don't forget to burrow down to the lower left corner and grab the tasty cabbage!



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HARVEST MOON

Q: How many Power Berries are in the game?
A: Ten.

Q: What do I do to the Chicken Statue?
A: Try hitting it with a hammer when you have a chicken.

Q: When do I plant the magic bean?
A: On the first day of spring.

BLAST CORPS

Q: Why can't I select all of the vehicles on the secondary courses?
A: You need to find all of the vehicles on the primary courses first.

Q: I found more goals in a stage, but why doesn't it show this in my stats?
A: Always remember to exit the stage through the truck to save your score.

HEXEN

Q: Which character is the easiest for beginning players?
A: The easiest character to use is the Mage, followed by the Cleric. They have projectile attacks that let you fight from a distance.

Q: The graphics look blocky! What did I do?
A: You zoomed in on an object. Reset your view by selecting "Smooth" on the Configure Screen.

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Player's Poll—Volume 102

Here's something to give thanks to: by filling out this card and voting for the Power Charts, you'll be entered in this month's Player's Poll Contest drawing!

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(Located above your name on the mailing label)

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____
B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____
C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6　2. 6-11　3. 12-14　4. 15-17　5. 18-24　6. 25 or older

F. Sex
1. Male　2. Female

G. When did this issue arrive in the mail?
1. Before Oct. 20　2. Oct. 20-22　3. Oct. 23-25　4. Oct. 27-29
5. Oct. 30-Nov. 1　6. Nov. 3-5　7. Nov. 6-8　8. After Nov. 8
9. I bought it at the newsstand or store

H. Would you buy more than one game of the same sport?
1. Yes　2. Maybe　3. No, one is enough

I. Would you buy more than one racing game?
1. Yes　2. Maybe　3. No, one is enough

J. When you play racing or sports games, how many players usually participate?
1. One　2. Two　3. Three　4. Four　5. I don't play racing or sports games

K. Which feature is most important to you when you're buying a second game of the same sport?
1. Actual teams　2. Rumble Pak compatibility　3. Controller Pak compatibility
4. More codes　5. Better graphics　6. Better moves and options
7. Customizable players and teams　8. Updated rosters and stats

L. Which feature is most important to you when you're buying a second racing game?
1. Actual drivers　2. Rumble Pak compatibility　3. Controller Pak compatibility
4. More cars　5. More tracks　6. More shortcuts
7. More codes

M. What sports would you most like to see made into video games?
1. Big league sports (football, baseball)　2. Winter sports (skiing, snowboarding)
3. Extreme sports (stunt racing, skateboarding)　4. Fighting sports (boxing, wrestling)
5. Team sports (rugby, lacrosse)　6. Other (golf, fishing)

Trivia Question: San Francisco Rush: Extreme Racing takes place in which state?

Answer:________________________

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After eating turkey sandwiches for a week, how can leftovers possibly be good? Nintendo Power Back Issues may be classic, but they're still ripe with gaming tips and codes. And after pigging out on all those strategies, work out with our Player's Guides, which will walk you through entire games, revealing every trick in the book. For dessert, try our Graphic Novels (plenty more fun than cranberries in the shape of a tin can). To let the feast begin, and to get the goods shipped straight to your house, fill out this card. You'll be thankful you did.

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One entry per person, please. All entries must be postmarked no later than December 1, 1997. We are not responsible for lost or misdirected mail. On or about December 15, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after December 31, 1997.

GRAND PRIZE: The Grand Prize Winner will win a trip for two to the 1998 Canadian Grand Prix and a F1 Pole Position 64 Game Pak for the Nintendo 64. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Exact date of the trip is to be determined. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

DONKEY KONG LAND III™

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There are two crucial ingredients to succeeding in Donkey Kong Land 3: lots of exploration and lots and lots of extra lives. This month's DKL 3 strategy review focuses in on some of the tougher-to-find items and 1-Up balloons in the game.

Save, Save Again

Before we begin, we'll offer up just a few words of general advice. Of course, you should save your game often. Wrinkly Kong is spending her golden years operating her very successful Wrinkly Refuge franchises. You'll find a branch of her refuge in every level, and everybody's favorite senior simian will save your game free of charge.

One-Stop Shop

You'll also find a Sheepy Shop in every level, run by one of the Brothers Bear. The brothers will sell you advice for two Bear Coins and let you play a "concentration"-style card game for eight coins (replays are five coins). The first time you win at a particular shop, you'll receive a DK Coin, a Clock and other prizes. You can replay the game to win Bear Coins, bananas and balloons.

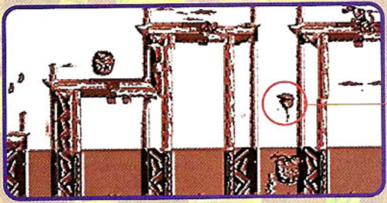
Legend

Bonus Coin	1-Up
Bear Coin	K O N G Letters
DK Coin	Bonus Barrel

Cape Codswallop

Cape Codswallop is hip deep in Kremlings, and you'll be spending as much time fighting the scaly villains underwater as on land. When doing battle in the deep blue, keep in mind that the Lurchins are vulnerable only when their spiny shells are open.

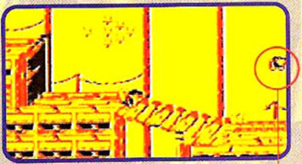
A Ford Knocks



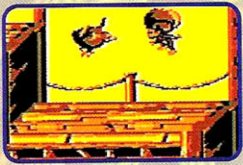
Just past the Star Barrel, you'll see a 1-Up balloon. Jump straight down at it. There's a hidden Bonus Barrel below, so you won't have to worry about getting your hairy feet wet.

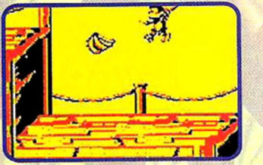
You can't harm Lurchins as Kiddy or Dixie. You'll have to find an Enguarde Barrel to change into your fishy friend.

B Total Rekoil



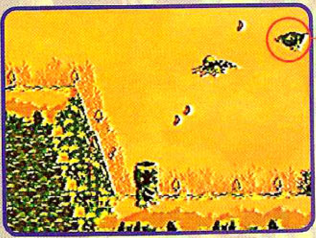
If you look carefully, you'll find a Bonus Barrel just past the halfway point in this stage. Collect the Star Barrel to save your progress and then enter the Bonus Area. Look to the right to find a handy 1-Up balloon. Even after you retrieve the Bonus Coin, you'll be able to reenter this Bonus Area as often as you like to rack up as many extra lives as you may need.





The Booty Birds are notorious for hoarding treasures of all kinds. Hit them with barrels or bounce off them to reveal banana bunches, letters and other special items.

C Koco Channel



N You may not be able to fully explore this stage until you find the Squitter Barrel, which is past the halfway point. From the Squitter Barrel, look up and to the right for a banana and a Booty Bird that's hiding the letter N.

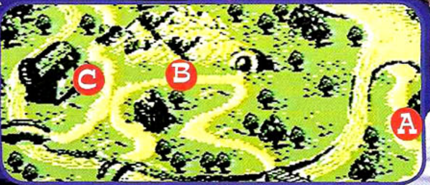
You'll have to take the low road several times. Once you become Squitter, backtrack and explore the tops of the hills you couldn't climb before.

Barbos

This prickly princess will call her Lurchin warriors to do battle. The first Lurchin will come straight at you, the second will swim out at an angle and the third will home in on you. When their shells are open, use your bill to knock them back at her sourpuss.

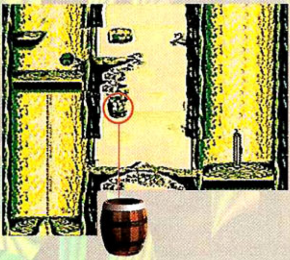
Primate Plains

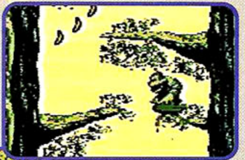
The landscape in Primate Plains isn't bleak, but your chances of survival will be if you're not careful. Be especially wary as your runaway sled speeds through Black Ice Blitz. The path is dotted with bottomless crevasses and icy enemies, and this stage has been known to claim more than its share of hairy heroes.

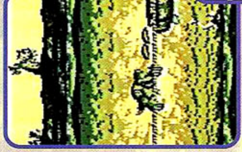


A Minkey Mischief

You won't be able to explore this stage fully until you find the Squawks Barrel. Make the switch to your avian ally and let your wings do the walking. Just before you reach the end of the stage, jump at the lone banana above you. The invisible Blast Barrel will shoot you up and to the left. Defeat Koin for the DK Coin.

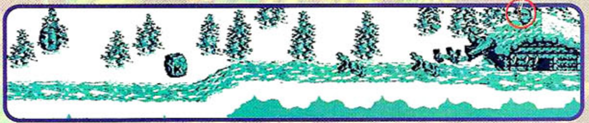






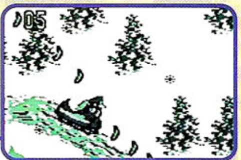
In some places, you'll be able to use the barrel shields to get past the acorn-tossing Minkeys. In other spots, you'll have to rely on your own impeccable timing to slip past the nutty barrage.

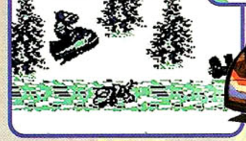
B Black Ice Blitz



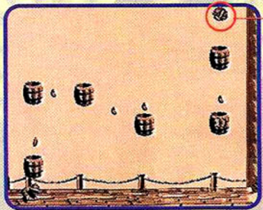
By the time you reach the halfway point, you'll be barreling along at a steady clip. As you pass the Star Barrel, be ready to bounce off two Kremlings and onto the roof of a house for a 1-Up balloon. If you miss the first bounce, chances are you'll blow the whole maneuver.

Use the banana trails to decide which path to take and when to jump. You can put most any Kremling on ice with your sled—except for the armored Buzzes.



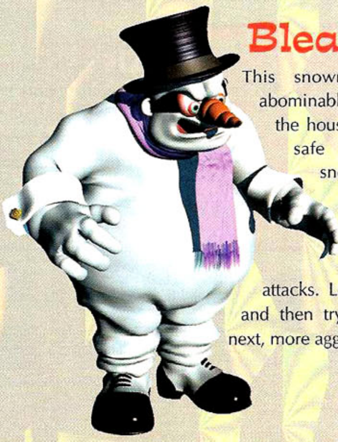


C Miller Instinct



You'll be able to aim these barrels in any direction before you fire. Some players panic because of the time limit, but you can just play it cool.

In one of the Bonus Areas, you'll appear below a Blast Barrel. Jump into it and blast yourself from one barrel to the next until you find the Bonus Coin. Use the photo to the left as a guide.



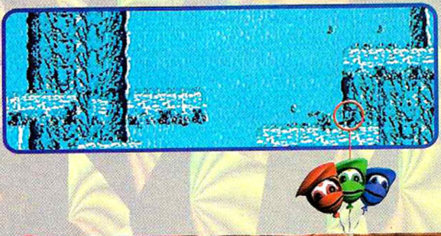
Bleak

This snowman is truly abominable! The roof of the house is not totally safe from Bleak's snowballs, but that's where a barrel will appear in between his attacks. Lob one at him and then try to dodge his next, more aggressive, assault.

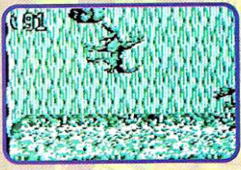
Blackforest Plateau

As you turn the corner toward Blackforest Plateau, your thoughts will naturally turn toward doom and gloom. With a little luck and pluck, though, you should be able to get the better of K. Rool's cronies in this neck of the woods. Don't just follow the obvious paths–take the time to explore the edges of the stages.

A Rocketeer Rally

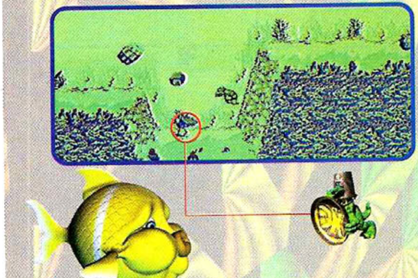


In this stage, you'll use rocket-powered barrels to fly from one platform to the next. From the starting point, follow the main path and use the first two Rocket Barrels. As Dixie, jump over the third barrel and spin to the platform on the right. Follow the banana trail down and to the right for a balloon. Watch out for the Kobble patrolling the platform.

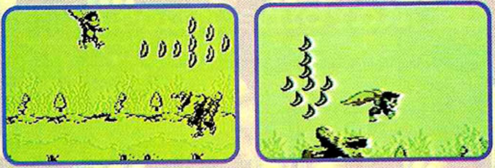


Sometimes a barrel will shoot you right into the path of an oncoming Kremling. Always be ready to hop and bop.

B Surface Tension

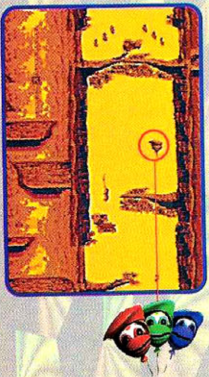


Most players will blow right past this ravine without a second thought. If you stand next to the Blast Barrel, though, you'll see just the top of Koin's helmet below. Use the Blast Barrel to get to the top of the next hill. Grab the Steel Barrel and backtrack to the ravine. Jump in and defeat Koin to collect a shiny souvenir.



The banana markers and arrows won't steer you wrong, but don't be afraid to explore on your own. Climb every hill and monkey paddle through every tunnel.

C Redwood Rampage



The path through this murky wood turns downward as often as it swings upward, so look carefully for patrolling Buzzes before you leap. After you collect the letter K, exit the tree and use Nid (the jumping spider) to catapult up to an extra life balloon. From there, you can take either of the two paths heading downward.

Search every branch and bough in the stage. If you find a No Squawks sign, turn around and explore until you're confident you've found every item and balloon.

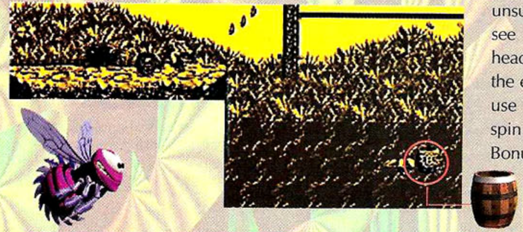
Arich

Arich will shoot first–and not ask any questions at all! Dodge his web shots and then jump on his back. Kiddy has more heft, but Dixie's helicopter spin can put her right on target. Watch Arich carefully to see the pattern in his jumping attack.

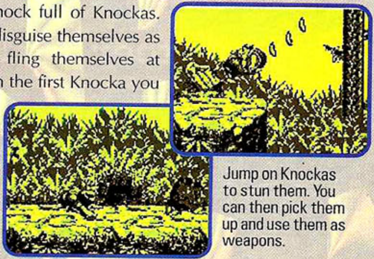
Great Ape Lakes

You'll spend lots of time hanging from ropes and cables in Great Ape Lakes, waiting for danger of one sort or another to pass. If you charge ahead, chances are you'll run right into a Buzz or a shot from a Karbine's cannon. Some Karbines will be stationed above you and out of sight, so listen for the sound of cannon fire.

A Jungle Jeopardy

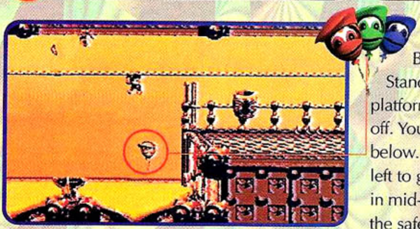


This steamy jungle is chock full of Knockas. These clever Kremlings disguise themselves as TNT Barrels and then fling themselves at unsuspecting Kongs. Stun the first Knocka you see with a bop on the head. Run past him to the edge of the cliff and use Dixie's helicopter spin to reach the hidden Bonus Barrel down and to the right.

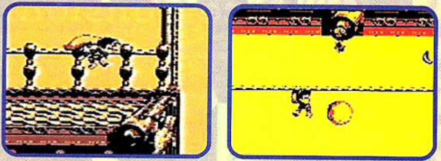


Jump on Knockas to stun them. You can then pick them up and use them as weapons.

B Karbine Kaos

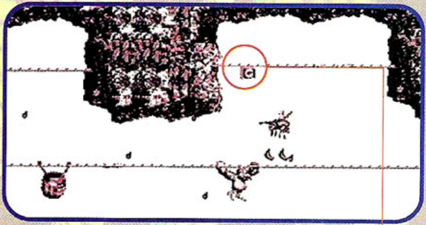


From the Squitter Barrel, walk to the left. Stand on the edge of the platform and take one step off. You'll land on a safe spot below. Jump up and to the left to grab the balloon. Turn in mid-jump to land back on the safe spot.



Dixie's helicopter spin makes her the chimp of choice in this stage. You can sometimes find a small spot to stand on between the cauldrons of molten metal, but Karbines are often stationed directly above these spots, so don't linger too long.

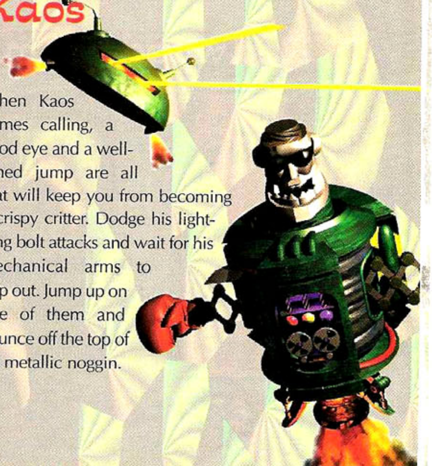
C Rockface Chase



You'll see this Knik-Knak late in the stage, but you won't see the hidden letter G floating above him. Use the Knik-Knak as a catapult to propel yourself upward. When you drop back down, beware the Klasp coming from the left.

Dixie comes through again with her superior spin. Use it to explore the tunnels thoroughly.

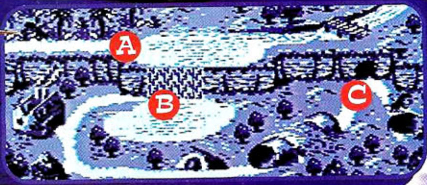
Kaos



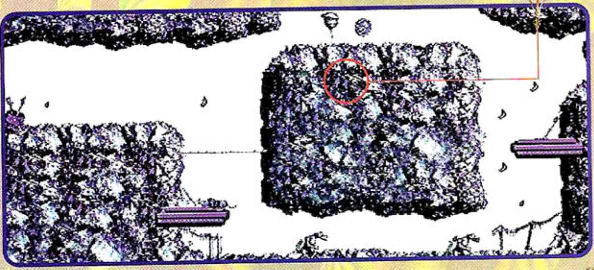
When Kaos comes calling, a good eye and a well-timed jump are all that will keep you from becoming a crispy critter. Dodge his lightning bolt attacks and wait for his mechanical arms to pop out. Jump up on one of them and bounce off the top of his metallic noggin.

Tin Can Valley

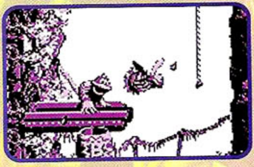
For the most part, you should use your animal pals when you have the chance. In Tin Can Valley, though, you may be better off tackling some stages as your old, simian self. Ellie the Elephant, for example, can be awkward to use in battle, so if you have a choice, you may want to pass her by.



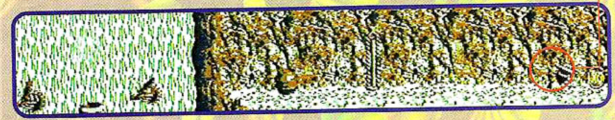
A Clifftop Critters



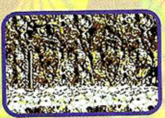
At the beginning of the stage, jump across the gap instead of dropping down the shaft. You'll find a Bear Coin and a balloon. If you drop down and follow the tunnel, you won't be able to get to these items from the other side of the rock.



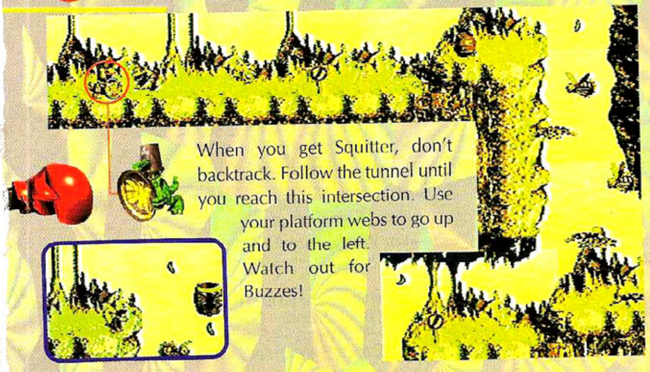
B Rickety Rapids



This is one of the easiest DK Coins to find, yet it's also one of the most overlooked. All you need to do is jump over the flagpole at the end of the stage and run to the right. All we can say is, "Doh!"



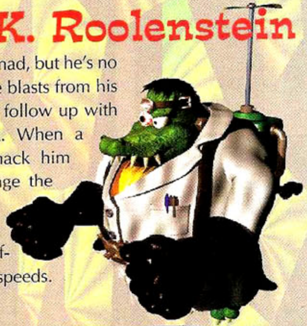
C Stalagmite Frights



When you get Squitter, don't backtrack. Follow the tunnel until you reach this intersection. Use your platform webs to go up and to the left. Watch out for Buzzes!

Baron K. Roolenstein

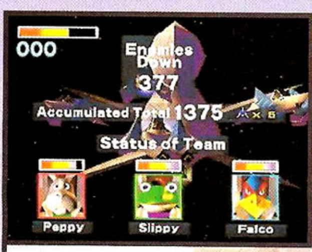
The baron may be mad, but he's no fool. He'll fire three blasts from his death ray and then follow up with a bouncing attack. When a barrel appears, smack him with it. He'll change the pattern of his ray blasts with each round, firing at different heights and speeds.



The Lost World

Once you make it through the first five levels and defeat the barbarous baron, you'll then be able to enter the Lost World. To face the ultimate villain, however, you'll have to collect all of the DK Coins and win all of the Clocks from the Brothers Bear. Next month, we'll serve up some scrumptious strategies for completing the Lost World and taking on the creepiest Kremling of all.

NP'S ARENA



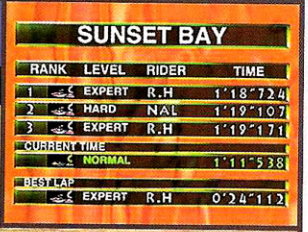
CHALLENGE #1

STAR FOX 64

What's your best score in Area 6? You'll need 300 hits to earn a medal, but this is fairly easy if you save your bombs for the stage minefields and the stage's final enemies. So the question remains: how high can you go? Is 350 beyond your reach? Don't forget about upgrading your laser! Take a few practice runs to warm up your trigger finger, then give Area 6 your best shot. The 25 aces with the highest hit total will win four Super Power Stamps.

CHALLENGE #2

WAVE RACE 64



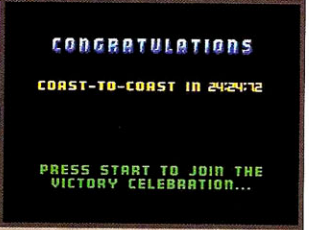
SUNSET BAY

RANK	LEVEL	RIDER	TIME
1	EXPERT	R.H	1'18"724
2	HARD	NAL	1'19"107
3	EXPERT	R.H	1'19"171
CURRENT TIME			
	NORMAL		1'11"538
BEST LAP			
	EXPERT	R.H	0'24"112

Wave racing veterans Tommy Yoder and Jordan DiCarlo edged out a tight field on Wave Race 64's Drake Lake this month. Perhaps this is your turn to leave everyone in your wake. This is your last chance! The Wave Race 64 challenge circuit rides off into the sunset this month, taking three final laps through the tangerine waters of Sunset Bay. Configure your time trial settings for three laps and make sure the bay is calm. The top 25 racers will win four Super Power Stamps.

CHALLENGE #3

CRUIS'N USA



CONGRATULATIONS

COAST-TO-COAST IN 24:24:72

PRESS START TO JOIN THE
VICTORY CELEBRATION...

An entire field of racing fans has mailed in requests for a coast-to-coast challenge for Cruis'n USA. We feel your need for speed, and that's why we want your fastest time for cruising the country. Pick your favorite car and remember to use the Nitrous Boost code featured in Volume 99's Classified Information. The fastest 25 road warriors will drive away with four Super Power Stamps, good for cash off cool stuff in the Power Supplies Catalog.

TWISTED CHALLENGES

The mail room is still being flooded with Twisted Challenges. If you think you have one good enough for the pages of Power, mail it in—you might score four Super Power Stamps. These entries are some of the best in the latest batch:

Can you beat James McCloud out of Venom's exploding tunnels near the end of Star Fox 64?
—**Richard Bright**, Gainesville, FL

How far can you fly in Star Fox 64 without scoring any hits?
—**James Doyle**, Moore, OK

Can you finish first on Wave Race's Glacier Coast while riding backwards?
—**Kan Zhu**, Tempe, AZ

Can you finish Cruis'n USA on the Hard difficulty level without bumping into another vehicle?
—**Michael Stahlschmitt**, St. Charles, MO

Can you go undefeated for a full, 162-game season in Ken Griffey Jr.'s Winning Run without making a single trade?
—**Ian Webb**, Parma, OH

Nintendo 64 Character Match Quiz Answers: Kim Wu—Killer Instinct Gold; Liu Kang—Mortal Kombat Trilogy; Scarlet Zerai—Dark Rift; Dimitri Mishkin—GoldenEye 007; Baratus—Hexen; Marina—Mischief Makers; Ibis—PilotWings 64; Pigma Dengar—Star Fox 64; Xizor—Star Wars: Shadows of the Empire; Glenda—AeroFighters Assault.

NOVEM NP MCMXCVII

TUROK: DINOSAUR HUNTER

Best Time for Training Challenge Course (Volume 98)

Mark Thompson	Marysville, MI	2:21
Joshua Davis	Pace, FL	2:23
Warren Eden	Galena, MO	2:29
Ryan Craft	Shelby, OH	2:31
Carlos Zavala	Monroe, MI	2:32
Ty Henrie	Neola, UT	2:33
Alek Hess	Boulder, CO	2:34
Michael Quevedo	Hialeah, FL	2:35
Nathaniel Lewis	Fairport, NY	2:36
Somer Rios	Tustin, CA	2:36
Bao Lam	Coral Springs, FL	2:37
Bryan Walker	Boca Raton, FL	2:37
Jonathan Brannen	Lake Charles, LA	2:38
Dan Button	Owen Sound, ON	2:38
Justin Spear	LaGrange, GA	2:38

SUPER MARIO 64

152 Coins in Wet-Dry World (Volume 97)

Jason Baum	Pittsburgh, PA
Ken Boycott	Livonia, MI
Michael Camarata	Grand Prairie, TX
Alan Clontz	Concord, NC
Bobby Dixon	Metamora, IL
Brad Frank	Kenmore, NY
Chris Gingrich	Page, AZ
William Hayes	Wheeling, WV
Jared Houston	Rockville, MD
Mike Jonas	Commack, NY
Daniel Kelly	Rohnert Park, CA
Kevin Langone	Athens, GA
Joe Marchio	Warren, OH
Jason McDonald	Crowley, TX
Allan Mendiola	Riverside, CA
Jerry Reynolds	Waterloo, ON
Randy Murnighan	Chandler, AZ
Christopher Olds	Glen Ellyn, IL
Michael Pazirandeh	Granada Hills, CA
Rosendo Rodriquez	Riverside, CA
Carl Seifrid	Batavia, IL
Aaron Solomon	Montclair, NJ
Patrick Sullivan	Rochester, NY
Talon Tipton	Carlisle, IN
Trey Tucker	Arlington, TX
Chase Wallers	Lubbock, TX
Tommy Yoder	Ridgeley, WV

SUPER MARIO 64

191 Coins on Tiny-Huge Island! (Volume 94)

Geoff Archer	Pembroke, MA
Frédéric Boulé	Chicoutimi, PQ
Glen Heide	Vancouver, BC
Jason Kauczka	Kingston, PA
Derek Saclolo	Palmdale, CA
Japhet Santaro	San Francisco, CA
Chris Slay	Beach Parak, IL
Adam Vazquez	Glen Ellyn, IL

SUPER MARIO 64

151 Coins in Big Boo's Haunt! (Volume 92)

Tom Annino Jr.	Braintree, MA
Jonathon & Nicholas Acosta	Yorba Linda, CA
Fahad Al-Husain	Magnolia, TX
Derek Allan	Dresher, PA
Alex Amaral	Kitchener, ON
Nick Atkerson	Greenwood, IL
Klint Bagger	Allen Park, MI
Bill Bahn	Bartlett, IL
Matt Barker	Knoxville, TN
James Beck	Moorhead, MN
Domenic Bentz	Sycamore, OH
Mark Berdock	Thornhill, ON
Eric Beavers	Magnolia, OH
Andy Klempay	Chagrin Falls, OH
Clay Long	Rockingham, NC
Jose Mercado	Vega Baja, PR
Jose Rojas	Lawrence, MA

SUPER MARIO 64

The SLOWEST time (9:59.9) for the Princess's Secret Slide

Ryan Ammerman	Carlisle, PA
Zack Feinsilver	Miami, FL
Bradley Holten	Jackson, MO
Justin Hsu	Saratoga, CA
Bobby Kay	Temperance, MI
Conner Kelly	Suwanee, GA
Adam Miglore	Chicago, IL
Damon Ransbarger	Chico, CA
Andrew Silberman	Bensalem, PA
Matt Steck	Delta, OH
Willy Wallingford	Frederick, CO

STAR WARS: SHADOWS OF THE EMPIRE

Best Times for Battle of Hoth on Hard Level (Volume 96)

Jason Fraser	Scarborough, ON	3:45
Michael Wieclawek	St. Catherines, ON	4:02
Ben Kaufman	Wellesley, MA	4:04
Colton Goodrich	Altamont, UT	4:05

WAVE RACE 64

Best Times for Six Laps Around Port Blue (Volume 97)

Eric Worden	West Branch, MI	1:23.570
William Thurston	Rancho Murieta, CA	1:23.859
Jimmy Van Sise	Washingtonville, NY	1:23.869
Ryan Frost	Placentia, CA	1:23.914
Ashok Kamal	Boston, MA	1:23.949
Aaron Kiser	Huntington, IN	1:23.965
Shane Guillet	Grapevine, TX	1:23.969
Michael Ashworth	Nashville, TN	1:24.011
Jason Anderson	Eckville, AB	1:24.076
Ken Jones	Edgerton, WI	1:24.392
Jake DeGroot	Springfield, SD	1:24.398

WAVE RACE 64

Best Times for Three Laps Around Drake Lake (Volume 95)

Tommy Yoder	Ridgeley, WV	1:14.079
Jordan DiCarlo	Lake Peekskill, NY	1:14.107
Justin Zabel	Newark, DE	1:14.435
Jeffery Lam	Bayside, NY	1:14.594
Jonathan Bryant	Burlington, NC	1:14.832
Japhet Santaro	San Francisco, CA	1:15.290
David Lacoste	Chateauguay, PQ	1:15.417
Todd Cochran	Middletown, DE	1:15.546
Jorge Hernandez	Miami, FL	1:15.562
Ricky Williams	Georgetown, KY	1:15.914
Mark Thompson	Marysville, MI	1:16.241
Scott Bauer	Stoughton, WI	1:16.460
John Reedy	Elkhart, IN	1:16.585
Daniel Schales	Lacey, WA	1:16.697
Chris Schnepp	Bethpage, NY	1:16.697
Jason McLaughlin	Lake City, FL	1:16.762
Roy Deller	Pasadena, CA	1:16.982
Vally Acatinca	Reading, PA	1:16.990
Jonathan Colón	Suffolk, VA	1:17.551
Jackson Wood	Cherry Valley, CA	1:17.664
Brendan Hopper	Burnt Hills, NY	1:17.964
Scott Tresler	Erie, PA	1:18.135
Colón Mohan	Battle Creek, MI	1:18.187
Bret Wood	Billings, MT	1:18.259
Nathaniel Sylvester	Finksburg, MD	1:18.583

WAVE RACE 64

Best Times for Three Laps Around Southern Island (Volume 94)

Justin Zabel	Newark, DE	1:15.808
Mark Thompson	Marysville, MI	1:15.877
Scott Tresler	Erie, PA	1:16.370
David Lacoste	Chateauguay, PQ	1:17.059
Jordan Dicarlo	Lake Peekskill, NY	1:17.450
Japhet Santaro	San Francisco, CA	1:17.793
Nathan Shrubsole	Holland Landing, ON	1:17.943

WAVE RACE 64

Top Scores for Dolphin Park (Volume 93)

Jordan Diehl	Leask, SK	37,435
Matt Sussman	Toledo, OH	37,435
Justin Feaster	Custer, SD	37,396
Mark Tamanaha	Ukiah, CA	37,290
Jordan DiCarlo	Lake Peekskill, NY	37,230

SUPER MARIO KART 64

Best Times for Time Trial on Luigi Raceway (Volume 98)

Steven Rodriguez	Simi Valley, CA	1:22.77
David Wonn	Gahanna, OH	1:25.49
Nathan Charlton	Downey, CA	1:27.98
Ryan Everoski	Halstead, KS	1:32.28

Write your name, address and Member Number on the back of your photo. The Arena challenges featured in this issue must be received no later than December 10, 1997. The top qualifiers will receive Super Power Stamps. Include your N64 or Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

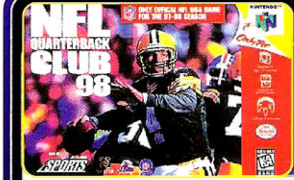
ENTER THE ARENA

Nintendo
Game Boy
N64
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases

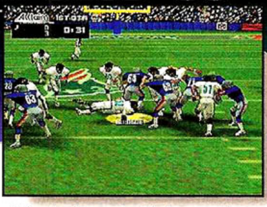
November 1997



NFL QUARTERBACK CLUB '98

- Acclaim/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- NFL and NFLPA licenses
- High-Res Mode graphics

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



SCORES

H-8.6

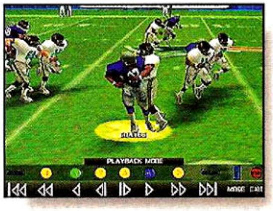
P-8.8

SP-8.0

SD-7.9

T-8.3

Acclaim goes deep and scores with NFL QB Club '98.



GRAPHICS Utilizing the Hi-Res Mode for the N64 paid off with stunningly realistic graphics, making QB Club the best-looking sports game ever. Six camera views, which can be selected at any time, give you total control over how you see the action. Excellent animation. Only the play diagrams and layout are less than perfect, being a bit too small and difficult to read.

PLAY CONTROL Movement of characters is responsive, and players have a full range of motions, including speed bursts and spins to evade tacklers and diving catches and tackles. You can even use special Control Stick motions to activate some moves.

GAME DESIGN Most of the bells and whistles are here, plus some extras like the Simulation mode that lets you play historical situations or set up your own do-or-die scenarios. The many options and settings for everything from penalties to passing modes are very impressive.

SATISFACTION It has everything except John Madden and it's fun to play. What else could you want?

SOUND The SFX of crunching bodies doesn't have the impact of the real game.

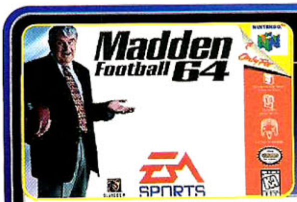
COMMENTS Henry: *I never thought video football could look this good.* Scott P: *This game has it all.* Dan: *The best, smoothest 3-D graphics ever in a sports game.* Paul: *The NFL license is big and the replay option is incredible.*

0 2.5 5.0 7.5 10

8.2

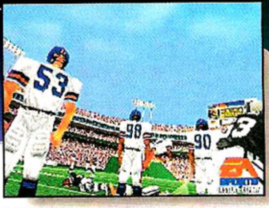
OVERALL RATING

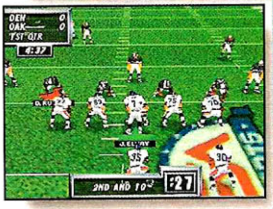
GRAPHICS=9.6 PLAY CONTROL=7.6 GAME DESIGN=8.0 SATISFACTION=8.1 SOUND=7.7



MADDEN 64

- EA Sports/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Historical teams
- NFLPA license
- Fantasy draft





SCORES
D-7.7
E-8.8
P-9.1
SD-7.5
T-6.6

The gridiron classic from EA Sports comes to the N64.

GRAPHICS The most impressive part of the graphics in Madden displays during the replay mode, in which players can zoom in and watch the play unfold from any angle. Regular play-by-play graphics are polygonal but not as detailed or as sharp as the QB Club graphics. The helmet cam is unique and gives you a player's view of the action, although it's not very practical.

PLAY CONTROL Control is excellent. Players have the option to hurdle, spin, dive and lateral the ball on offense. On defense, they can dive, jump, power tackle or break through the line using the swim move. Player switching is easy and the options are easy to access at any time.

GAME DESIGN Madden 64 makes use of the tried-and-true Madden formula of play selection, excellent passing control and historical teams. Since Madden 64 lacks the NFL license, no logos, team names or uniforms are used. The NFLPA license allows real pro players to be used, though.

SATISFACTION It's a fun game, but it's notable for what it's missing rather than what's included.

SOUND The play-by-play is O.K., but Madden's comments become tiresome. Fortunately, you have the option to silence big John.

COMMENTS *Erich: Definitely the best Madden ever. Henry: Excellent passing, and I loved the power tackling. Paul: The best play book in the business.*

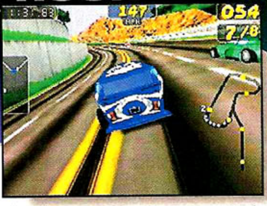
7.9
OVERALL RATING

GRAPHICS=**7.7** PLAY CONTROL=**8.3** GAME DESIGN=**7.7** SATISFACTION=**8.1** SOUND=**7.1**

San Francisco RUSH
EXTREME RACING
NINTENDO 64

SAN FRANCISCO RUSH

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Controller Pak and Rumble Pak compatible
- 8 vehicles
- 6 tracks



SCORES
D-6.5
E-8.2
P-6.6
SP-7.9
SD-7.2

The wildest ride on four wheels is a total Rush from Midway.

GRAPHICS Rush conveys a tremendous sense of speed with details taken directly from the actual locations of the race tracks in San Francisco. You can read street signs and recognize landmarks. It's not as lush and beautiful as Top Gear Rally, and the special effects aren't nearly as outstanding, but it seems much faster.

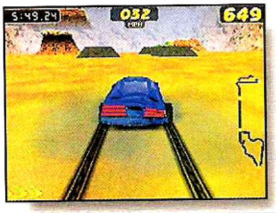
PLAY CONTROL The control on every difficulty level is excellent but fairly easy. At the incredible velocities you'll be traveling, you'll need quick, responsive control.

GAME DESIGN San Francisco Rush has been a hit in the arcades, and it loses nothing on the N64. In addition to extra tracks, the N64 SF Rush supports the Rumble Pak to give direct feedback. The shortcuts are essential for winning races, so racing is not a simple matter of flooring the accelerator and staying on the road. You can also find keys and secret stunt areas on every track.

SATISFACTION Fun, fast, full of often tricky shortcuts, San Francisco Rush provides excellent action and value for one or two players.

SOUND Besides the music and sound effects, Rush employs voice comments that add to the attitude of the game.

COMMENTS Scott P: *With the Rumble Pak, I could feel the Gs in the corners.* Dan: *Great arcade feel and play, but don't expect reality.* Erich: *The new tracks are a great bonus.* Terry: *I spent more time in the air than on the road.*



7.8
OVERALL RATING

GRAPHICS=**8.6** PLAY CONTROL=**7.6** GAME DESIGN=**7.9** SATISFACTION=**7.1** SOUND=**7.7**

CLAY FIGHTER 63 1/3
NINTENDO 64

CLAYFIGHTER 63 1/3

- Interplay/64 Megabits
- 1 to 2 players simultaneously
- Rumble Pak compatible
- Breakthrough stages

TEEN AGES 13+ CONTENT RATED BY ESRB

SCORES

A-7.5
H-7.2
SD-7.1
S-7.5
T-7.0

For those who take fighting seriously, there's Clayfighter 63 1/3. No, seriously.

GRAPHICS The completed game looks much richer than the screen shots from our preview last summer. Little touches, like the spillits that tumble out of characters' pockets when they're hit, keep the game fresh and fun. The characters themselves are high-quality, prerendered sprites with a ton of attitude in the animations.

PLAY CONTROL Clayfighter 63 1/3 uses traditional Street Fighter II and KI type sequences, so it's easy to learn although perhaps not-so-easy to master. The Claytalities and Combos add to the complexity. Many of the controller motions for different moves are very similar to each other, making it difficult to perform specific moves and string combos together.

GAME DESIGN It would have been easy for Interplay to make a cute game without much meat, but the fighting engine is fairly beefy. Breakthroughs don't add much strategically to the game, but they add interest.

SATISFACTION With the lack of killer fighting games this fall, Clayfighter 63 1/3 turns out to be a winner.

SOUND Besides the yips and yowls of whacked characters, you'll hear plenty of trash talking with a definite clay bias.

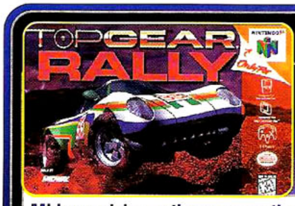
COMMENTS Armond: *It's not serious, but you can spend serious time playing it.* Dan: *Beat it on my first try.*

0 2.5 5.0 7.5 10

7.2

OVERALL RATING

GRAPHICS=8.0 PLAY CONTROL=6.7 GAME DESIGN=7.4 SATISFACTION=6.9 SOUND=6.9



TOP GEAR RALLY

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Controller Pak and Rumble Pak compatible
- 5 Courses
- 9 vehicles
- Paint Shop

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

LAP 1/3
TOTAL TIME 0'32"20
LAP TIME 0'32"20
67MPH
19TH

SCORES

A-7.2
D-8.0
H-6.8
SD-8.6
T-7.7

Midway picks up the pace on the pavement and in the dirt with Top Gear Rally.

GRAPHICS What can we say but that the game is beautiful. The attention to realistic details makes Top Gear Rally special. Technically, Top Gear Rally raises the bar in every graphic area, from specular highlights to damage on cars.

PLAY CONTROL Three types of steering controls range from the fairly easy arcade-type system to a more realistic model that is truly challenging. In fact, all three control options are challenging at first. The slide technique may not be as easy to use as the power slide in Mario Kart 64, but it is essential for winning.

LAP 1/3
LAP TIME 1'50"99
54
1ST
LAP 1/3
LAP TIME 1'50"99
75
2ND

GAME DESIGN With just five tracks, you might think that the game is limited, but each track is long and filled with challenges. Each track also has shortcuts that dramatically shorten your lap times. One of the coolest parts of the game is the Paint Shop, where you get to design your own car's paint scheme and save it on a Controller Pak.

SATISFACTION At first, the difficult control can put you off, but the longer you play, the more you'll appreciate the reality of this racer.

SOUND The sound could have been more refined. Some of the music just doesn't seem suited to the fast pace of the race.

COMMENTS Terry: *This is the best racing sim for the N64.* Dan: *The shortcuts are great, but the computer doesn't use them.*

0 2.5 5.0 7.5 10

7.5

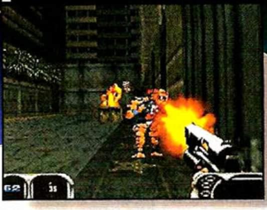
OVERALL RATING

GRAPHICS=9.1 PLAY CONTROL=7.2 GAME DESIGN=7.0 SATISFACTION=7.4 SOUND=6.7

DUKE NUKEM 64

- GT Interactive/64 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Lots of hidden codes
- 29 stages

MATURE M AGES 17+ CONTENT RATED BY ESRB



SCORES

A-8.4

D-6.7

H-7.3

SP-7.9

S-9.8

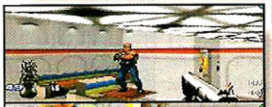
Duke Nukem rumbles on the N64.

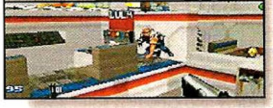
GRAPHICS The down and dirty world of Duke Nukem never looked so good. The 3-D stages are filled with humor and grunge, and special effects such as the explosions are top notch. The 2-D, sprite enemies have been perspective corrected so you can look at them from different angles, but, as in Doom 64, they are the weakest link.

PLAY CONTROL Duke's controls respond quickly, and hit detection is solid. The controller setup isn't ideal, but you can live with it.

GAME DESIGN The game begins in the same stage where the original Duke started out but grows increasingly unfamiliar from that point on. The multiplayer mode may be the next best thing to GoldenEye in the shooter genre. Some of the weapons are to die for.

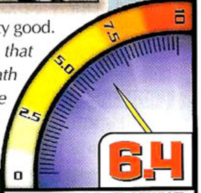
SATISFACTION Duke Nukem 64 may have been slightly sanitized, but the excesses of the original game had nothing to do with game play. The multiplayer matches in three separate arenas add even more to the experience.





SOUND Although the sound quality seems a bit grainy at times, the comments from Duke and the background sounds are pretty good.

COMMENTS Scott P: *Eurocom tells me that there are tons of cool codes.* Henry: *The Death Matches and cooperative mode make Duke 64.* Terry: *The Shrinker/Expander is the greatest gun in the universe.*



6.4

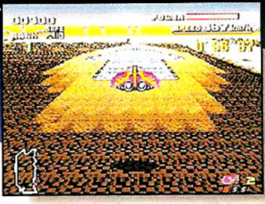
OVERALL RATING

GRAPHICS=**6.6** PLAY CONTROL=**7.0** GAME DESIGN=**6.0** SATISFACTION=**6.1** SOUND=**6.8**

F-ZERO

- Nintendo/4 Megabits
- 1 player
- Battery-backed memory
- 15 tracks
- 4 vehicles

NO RATING NR PRODUCT PRODUCED PRE-IDSA



SCORES

D-7.7

H-7.8

P-8.7

SP-8.9

T-7.6

The classic futuristic racer returns to the Super NES.

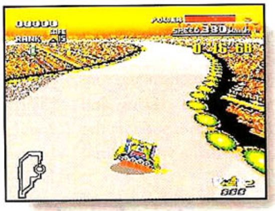
GRAPHICS When F-Zero first appeared in 1991, it featured state-of-the-art graphics with Mode 7 scrolling. Today's N64 games seem faster and more realistic, but for the Super NES, F-Zero's graphics remain the benchmark for racing games.

PLAY CONTROL Expect precision turning control with banking (using the Right Button) and turbo speed boosts. You can even keep the nose of your car low when making jumps.

GAME DESIGN F-Zero's track design maximizes speed and challenge. Besides the twists and turns of the tracks, you'll find plenty of surface hazards, like land mines, magnets, ice and sand—all guaranteed to slow you down. The AI of the other cars is aggressive–they don't allow you to rest on a comfortable lead because you never have a comfortable lead. The only thing missing is a multiplayer option.

SATISFACTION The years have done little to take away from the experience of F-Zero. Since it is being rereleased as a Player's Choice game, you'll find that it's priced right, too. Every 16-bit library should have this game in it.

SOUND Good, techie music, but the sound effects truly standout. The sound of your car's turbines winding up is very realistic.



COMMENTS Scott P: *Extreme-G may be faster, but F-Zero still gives you a run for the money.*

8.1

OVERALL RATING

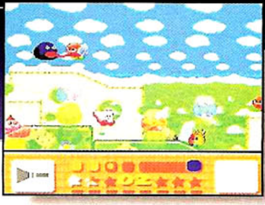
GRAPHICS=**7.0** PLAY CONTROL=**8.8** GAME DESIGN=**8.6** SATISFACTION=**8.4** SOUND=**7.2**

KIRBY'S DREAM LAND 3

KIRBY'S DREAM LAND 3
Only For Nintendo
SUPER NINTENDO

- Nintendo/32 Megabits
- 1 to 2 Players simultaneously
- Battery-backed memory
- 5 worlds
- 6 animal pals
- 48 moves

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



SCORES

D-7.2

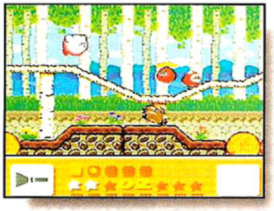
P-8.5

SP-6.5

SD-5.4

S-5.0

Kirby returns with more friends than ever on the Super NES.



GRAPHICS The simple graphics are well-suited to the simplicity of the characters inhabiting Dream Land. The look is young, but the game's audience is also young.

PLAY CONTROL Control of Kirby and Gooey is solid. Even though you have 48 different abilities, the actual use of moves isn't very complex. Even the least experienced gamers should have little difficulty moving and inhaling enemies.

GAME DESIGN HAL added just enough new elements to make Kirby 3 a new Kirby experience. The biggest innovation is the inclusion of Gooey—the blue blob of a companion who joins Kirby in Dream Land. In addition to Gooey, you'll find three additional animal friends. The potential for different moves is impressive.

SATISFACTION From a gaming standpoint, Kirby 3 isn't terribly challenging, but it is designed for a young audience that values accomplishment over difficulty. For that audience, Kirby 3 is one of the best values around.

SOUND The music is typically upbeat and varied enough to keep you from going completely batty.

COMMENTS Scott P: *Kirby has a devoted following that should love this game.* Paul: *Kirby 3 is very good for the targeted, younger audience. It's straightforward, but challenging in a trial-and-error sort of way.* Dan: *Nice "Yoshi's Island" hand-drawn graphics.*

6.5

OVERALL RATING

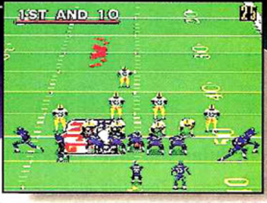
GRAPHICS=6.6 PLAY CONTROL=7.2 GAME DESIGN=6.2 SATISFACTION=6.4 SOUND=6.0

MADDEN NFL '98

MADDEN
NFL 98
EA SPORTS
SUPER NINTENDO

- EA Sports & THQ/16 Megabits
- 1 to 4 players simultaneously
- Battery-backed memory
- NFL and NFLPA licenses
- All-Madden teams

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



SCORES

D-7.1

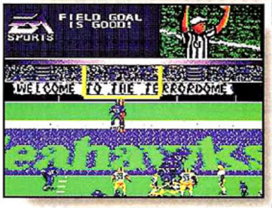
H-5.0

P-6.3

SP-6.7

T-4.3

The smaller Madden with the bigger license.



GRAPHICS Well, it's not Madden 64, but Madden NFL '98 compares well to previous 16-bit Maddens from THQ. Player indicators are clearly visible and plays are easy to read. As always, it's tough to distinguish players when they are in the jumble at the line of scrimmage, making running plays difficult.

PLAY CONTROL Good control remains a hallmark of this series. Passing control can be enhanced with the Auto Passing mode switched on or made more realistic when it is left on manual. Ball handlers and defenders have special moves like spins and dives that add to the realism and fun.

GAME DESIGN The current 1997 rosters, teams and uniforms, and several additions to the game, such as the Create and Trade Player options, make this a worthy final Super NES Madden game.

SATISFACTION With solid game play, a wide range of options and O.K. graphics, Madden NFL '98 is probably the last gasp for 16-bit football. For collectors or football fans who don't have a Madden game, don't delay. This title may disappear quickly.

SOUND Unspectacular.

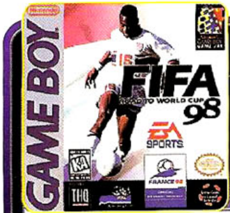
COMMENTS Terry: *Listen, I didn't give Tamagotchi a 9 last month. Scott did that because he's jealous. His Tamagotchi died at 11 days. Mine lasted 17. Oh, and Madden '98 is pretty much like last year's game.*

5.9

OVERALL RATING

GRAPHICS=5.4 PLAY CONTROL=6.2 GAME DESIGN=6.2 SATISFACTION=5.6 SOUND=6.0

GAME BOY



FIFA '98: The Road to the World Cup

- EA Sports & THQ/4 Megabits
- 1 player
- Passwords
- Super Game Boy enhanced
- 52 international teams

KIDS TO ADULTS K-A ESRB

Game Boy

SCORES

D-7.0

H-7.0

P-6.6

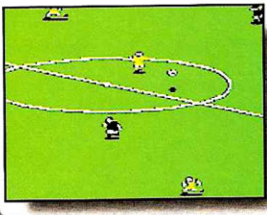
SP-6.6

T-4.0

The World Cup is just around the corner, and the action has already begun.

GRAPHICS The graphics are simple but clear, with small characters and a smaller ball. The angled field view shows a good portion of the pitch and the scrolling moves quickly enough along the track of the ball to keep you a part of the action at all times. The animation is faster than previous FIFAs, making this the best yet.

PLAY CONTROL Once again simplicity is the rule for play control. You can pass, run and shoot, or, on defense, slide tackle and steal the ball.



GAME DESIGN TierTex did it right, concentrating on the smooth back-and-forth nature of soccer play without wasting time on extras that would just slow down the play and animation. Even so, you've got plenty of options for strategy, substitutions, scoring summaries, and season, tournament, league or playoff modes.

SATISFACTION This is the best of the FIFA series for Game Boy, primarily because of its speed and clear, though simple, graphics.

SOUND The music is pathetic but you don't need to have the sound on at all.

COMMENTS Scott P: *The price should be right and the game is solid.* Terry: *Great play control, and the graphics are clear and scroll fast enough so you can easily follow the action.* Paul: *It's pretty basic. I like more variety in a sports game.*

0 2.5 5.0 7.5 10

6.2

OVERALL RATING

GRAPHICS=**5.8** PLAY CONTROL=**6.6** GAME DESIGN=**6.6** SATISFACTION=**6.4** SOUND=**4.8**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

DAN-Action, Adventures, Sports

ERICH-Sports, RPGs, Adventures

HENRY-Fighting, Action, Sports

LESLIE-RPGs, Simulations, Adventures

PAUL-Fighting, Sports, Simulations

SCOTT D.-Action, Fighting, RPGs

SCOTT P.-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR Games that were released prior to the commencement of the ratings system are designated NR.

EC Early Childhood

K-A Kids to Adult

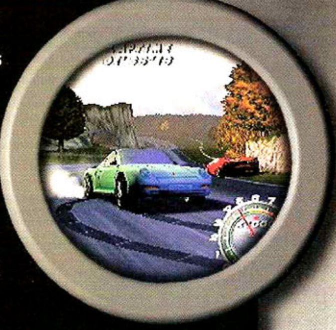
T Teen (13+)

M Mature (17+)

AO Adult (18+)

PAK WATCH

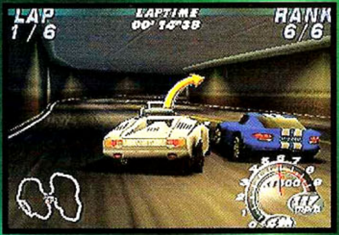
Mortal Kombat Mythologies is finally a playable game, and Pak Watch is the only place to play it. Plus we've got exclusive shots of Twisted Edge Snowboarding and Automobili Lamborghini. And from Japan, check out our special report on the Tokyo Game Show.

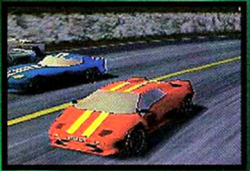


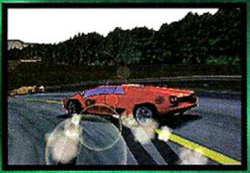
THE INSIDE SOURCE ON FUTURE GAMES

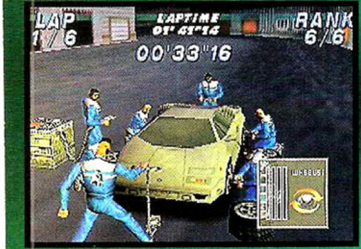
AUTOMOBILI LAMBORGHINI

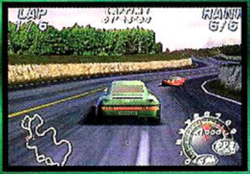
Another much anticipated racer has arrived, this time all the way from France where Titus has been polishing up Automobili Lamborghini. Formerly it was known as Lamborghini 64. The last time we played this muscle car, road rally game it had just one track and one car. What a difference a few months can make. Automobili Lamborghini now has eight incredibly hot vehicles and six detailed tracks with a variety of driving challenges. Some of the options rank as the best of any racing game. For instance, in the Time Trial mode, you can race on any of the six tracks in either direction. You also have controller configurations, a steering wheel option, and four-player support. You'll find support for the Rumble Pak, plus the Controller Pak for saving your progress on Championship mode. Once you're out on the road, keep a sharp lookout for shortcuts where you can duck down a side street through a European hamlet or field. You really have a sense of racing through the French countryside, but the coolest part of Lamborghini's graphics has to be the cars themselves. Titus did an excellent job modeling and texturing the classic speedsters. They also used environment mapping to produce nice reflection effects on the windshields. When you're pointed into the sun, you'll even see lens flare effects. Automobili Lamborghini may be the last of the season's pure racing games to hit the road, but it is in no way the least. Look for our extensive test drive next month.

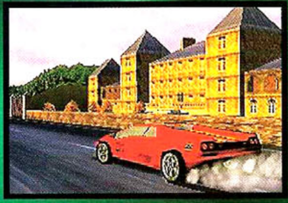


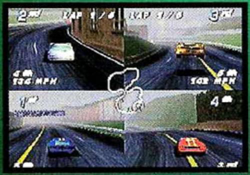


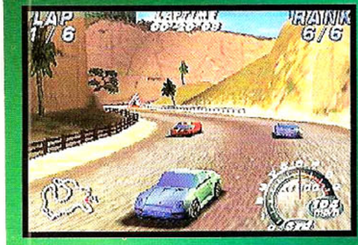






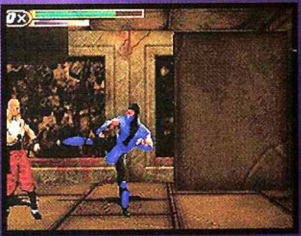


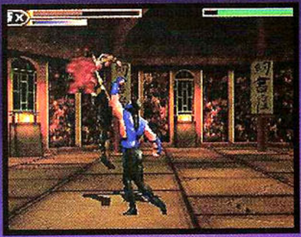


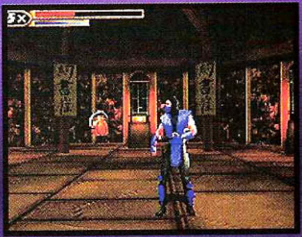


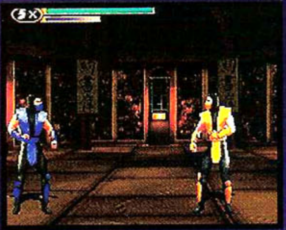
MK MYTHOLOGIES: SUB-ZERO

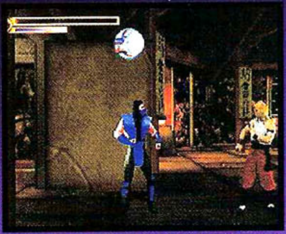
At last, one of the most anticipated N64 games of the year arrived in Pak Watch land. Midway's Mortal Kombat Mythologies: Sub-Zero is the brainchild of MK designer John Tobias. His vision of a prequel to the hit tournament fighting series led him into a new realm of action adventure with a heavy emphasis on fighting. We won't give you details of the story, other than to say that Sub-Zero begins his quest without most of his awesome, fighting powers. Those powers and special moves are learned along the way. Borrowing the concept of building experience from the RPG genre, Tobias has designed MK Mythologies so that you grow as a fighter as you gain experience points, and in so doing you'll learn special moves. You'll also pick up items along the way, such as potions and healing herbs that are accessed through a sub-screen menu. The game action includes hazards as well as fighters, so you have to watch out for crushing columns and drop-offs as well as thugs who want to rip your head off. Tablets of Truth, picked up along the way, help you learn the ropes of this dangerous world. Speaking of ropes, you'll have to climb them to find secret areas, not to mention perform other stunts. Of course, the trademark gore of MK games is here in abundance, so squeamish players will have to muddle through with a blindfold firmly in place. Players who choose to shut their eyes will be missing beautifully rendered background settings that generally scroll horizontally. The digitized fighters, including Sub-Zero, look pretty much as they always have. Options include five difficulty settings, up to six lives and four continues. You can save progress with your Controller Pak or get passwords. The only thing missing from our playable version was the final story elements, which is said to include original artwork from Tobias. Don't miss our review next month. It looks like MK has entered a whole new world.

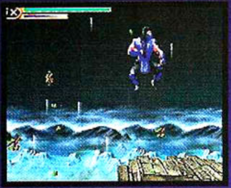


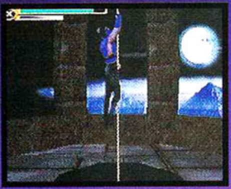


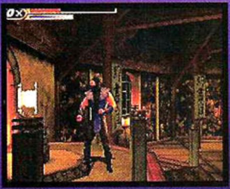


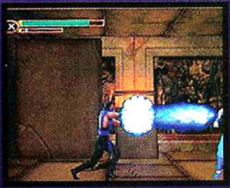


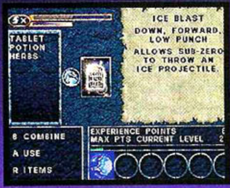








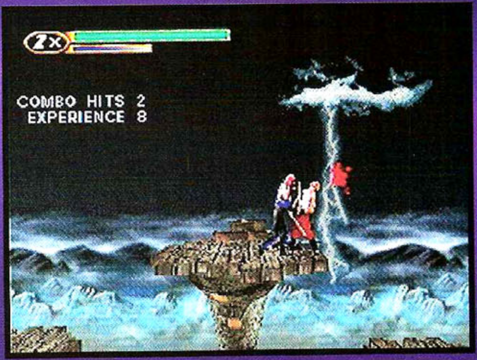




ICE BLAST

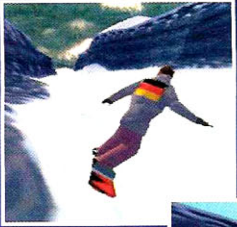
DOWN, FORWARD, LOW PUNCH

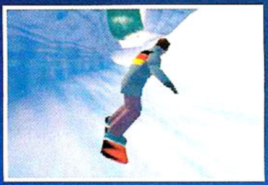
ALLOWS SUB-ZERO TO THROW AN ICE PROJECTILE.

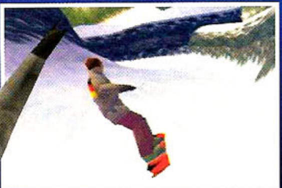


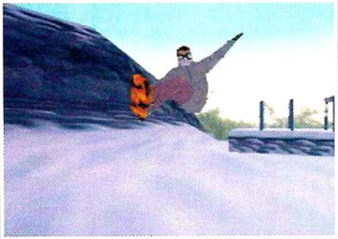
TWISTED EDGE SNOWBOARDING

The dynamic team of Kemco and Boss Games, the developer of Top Gear Rally, are in the midst of their second masterpiece, Twisted Edge Snowboarding. We recently received the latest shots of this game in development, including N64 emulations that show just what to expect from the final product. We also checked out some animation tests on the game in which snowboarding characters grab their board edges in the air and perform more basic moves like toe and heel turns. The only thing missing at this point is that none of them board goofy-footed–like that's real. But Twisted Edge should end up being very real. It's not a straight racer, or a variation like Atlus' Snowboard Kids, which has more of a Mario Kart feel. In Twisted Edge, you'll perform stunts in half pipes while heading down the slope.





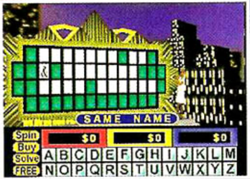




base MODELS
twisted EDGE snowboarding

WHEEL OF FORTUNE

Vana White adds some glamor to this N64 game from GameTek as she reprises her famous role as television's most popular game hostess. GameTek's first N64 title was supposed to have been Robotech: Crystal Dreams, but development delays on that title have resulted in this second game getting ahead in the race. In Wheel 64, you basically become a contestant, spinning for money, guessing letters, buying vowels and solving the word puzzles. All of the game elements worked smoothly, including support (we still don't believe this) of the Rumble Pak. Yes, indeed, every time you spin that big old wheel, you feel its rumbling. But that's not the biggest thrill in Wheel. That would come from beating the annoying, but super-intelligent computer opponents. If you play on the harder difficulty levels, you'd better be a whiz because you won't get many guesses. Wheel also works well as a multiplayer game. Admittedly, the quality of the graphics on this game leave a lot to be desired, but the flat, digitized contestants and cheesy 3-D studio set don't really detract from the fun. Maybe that's what we expect from Hollywood—two dimensionality.


SAME NAME
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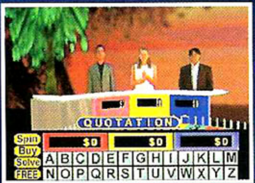
ABCDEFGHIJKLM
NOPQRSTUVWXYZ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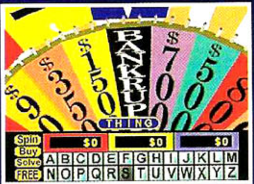
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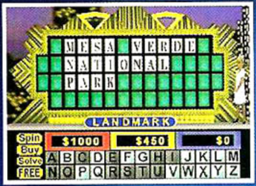
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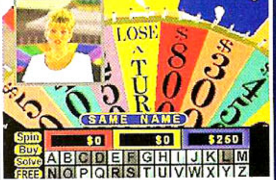
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LOSE A TURN
$800
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SAME NAME
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Solve
FREE
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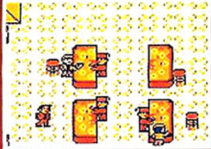
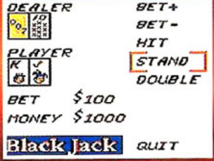
ABCDEFGHIJKLM
NOPQRSTUVWXYZ

JAMES BOND 007

Delays to James Bond 007 for Game Boy have meant that this September game won't see the light of day until the end of December. Still, it's better to get it right than not to get it at all. Erich Waas, Nintendo's product coordinator for Bond, and one of our monthly Now Playing evaluators, says, "It will be out by the end of the year or my head will roll." Now, that's dedication. Erich also tells us that the development team on Bond at Saffire Corporation has been slaving over the boss intelligence. "We're making their movement patterns more complex, less predictable." As Agent 007, you'll get to test this out in stages that span the globe, from Russia to the North Africa. Unfortunately, since our last report on Bond, the driving stages have gone the way of the stirred martini—they're no longer on the menu. What remains is lots of overhead action and covert puzzles to keep you on the edge your seat.





DEALER
BET+
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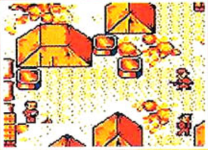
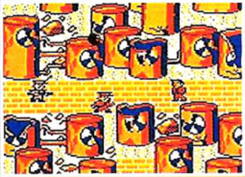
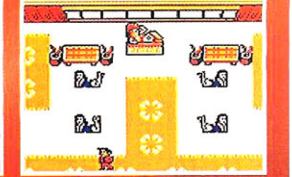
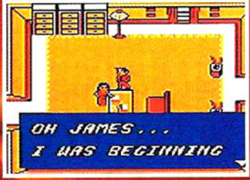
BET $100
MONEY $1000
Black Jack
QUIT

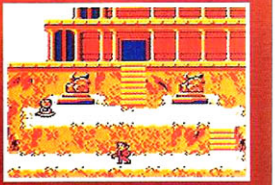


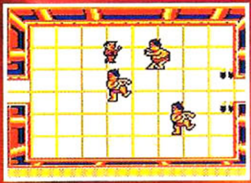


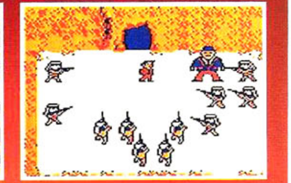




OH JAMES...
I WAS BEGINNING

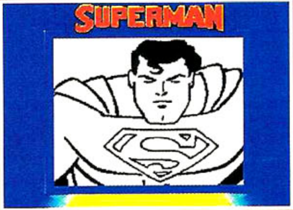


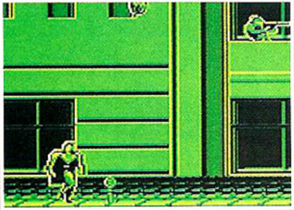


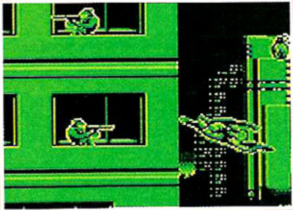


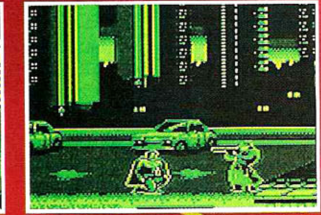
SUPERMAN

Have you ever noticed how superhero games always get it wrong? Take Superman for Game Boy from Titus. Here you have the man of steel, a guy so strong that bullets bounce off his chest like ping pong balls, a guy so fast that he can reverse time, x-ray vision, blizzard-thrower breath, you get the picture. So in this game, a bunch of thugs with guns can drop the S-man with four puny shots. Excuse, me, are these guys shooting kryptonite bullets? I don't think so. But we shouldn't be too harsh on Titus. After all, it wouldn't be much of a challenge if Superman really had all of his incredible powers just to face a gang of pistol-toting hoods. Maybe he's just having an off day. In any event, this Superman does fly, which turns out to be the best way to evade bullets, and he does clean up the streets of Metropolis. The graphics are sharp and the challenge, although defying the laws of comic heroism, manages to be pretty intense. You can look up in the sky starting this December for Superman's appearance. Then, next year, the man of steel will return in an N64 game. Maybe by then he'll be back in his top, indestructable form.



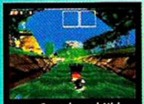






PAK WATCH
SPECIAL REPORT

TOKYO GAME SHOW


Snowboard Kids

The annual game fest in Tokyo kicked off on September 5th and saw an estimated 140,000 Japanese gamers stream through the doors to check out the hottest games for the upcoming holiday season. Nintendo has never participated in this show, preferring to wait until the Space World Show (formerly called Shoshinkai) in November, but major licensees such as Konami, Hudson Soft, Imagineer, ASCII, T&E Soft, Asmik, Atlus, Seta, Namco, Bandai and Video System were in attendance, showing off their N64 titles. Special Nintendo Power correspondent, Yushi Ozeki (better known to our Player's Guide readers as Jumpin' Jack Yushi, covered every square foot of the giant convention hall in Makuhari Messe.

Tamagotchi 64

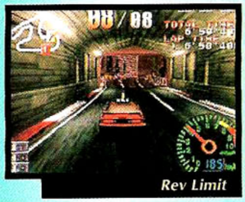
Some of the showcased games have appeared at previous shows. By this time, everyone is familiar with Seta's **Rev Limit** racing game and **Wild Choppers**. Both games are ready to go, but no publisher has stepped forward in North America at this time. Konami's booth was one of the two most popular during the show's three day run.

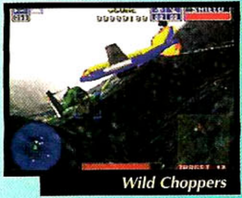
Chameleon Twist

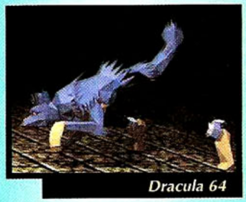
El-Tale

Denryu Ira Ira Bou

Hudson Wrestling

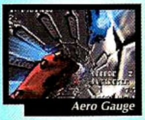

Rev Limit


Wild Choppers


Dracula 64

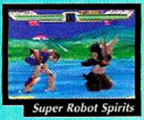
(You can read more about Konami's lineup in our special report this month.) Another title destined for North American shores is Japan Supply System's **Chameleon Twist**, which Power will review next month.

Heading the list of new games at the show was **Snowboard Kids** from Atlus, which took a fresh approach to winter sports by making Snowboard Kids more of a Mario Kart 64 experience. Cartoon characters ride boards, pick up items to use against each other, and perform stunts on the slopes. Balance is kept by maneuvering the Control Stick. It's a four-player game that's lots of fun. Atlus in the United States is also excited about this title, but they haven't finalized plans for publishing the game or licensing it to another publisher. We expect to see it in the first half of '98.

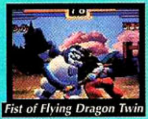

Aero Gauge

Imagineer continues to pump out N64 titles like there is no tomorrow. The latest news out of Imagineer's development teams is **Kirra to Kaiketsu 64 Detective**, a sort of gumshoe board game. On video, early shots of **SimCity 2000** were previewed, as well. Imagineer's popular baseball game, **Pro Yakyuu King**, is getting a sequel next year. It will be joined with **Fighting Cup**, a new tournament fighter and the long-anticipated **El-Tale**, which THQ will publish in North America. El-Tale (Quest 64) looked far more advanced than our previous peek and promises to be a rich, exotic adventure.

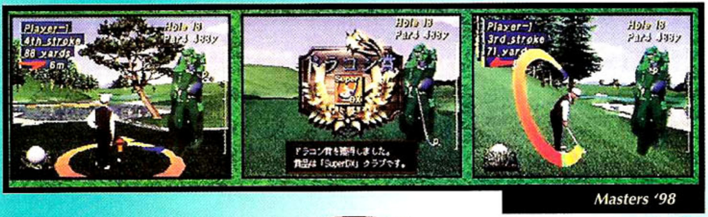
One of the most promising games was **Aero Gauge** from ASCII, a futuristic racing game that takes a page from F-Zero and Extreme-G. It's fast and it looks cool. It could well be the surprise hit of the show, but ASCII hasn't set its plans for North American release as of yet.


Super Robot Spirits

ASCII also unveiled its new **ASCII Pad 64** controllers in various colors and equipped with turbo on every button. Other new titles included a fighting game from Culture Brain called **Fist of Flying Dragon Twin**, Hudson's **Shin Nihon Puro Wrestling**, **Tamagotchi 64** from Bandai, Namco's **Family Stadium Baseball** and a soccer game from Hudson entitled **L League-Eleven Beat 1997**. But Hudson's most innovative (or silly) entry for the N64 has got to be **Denryu Ira Ira Bou**. In this game, which translates as **Exciting Electric Stick**, you move a cursor tool between electrified rails. If your cursor touches a rail, the Rumble Pak goes off and you lose. It's based on a television game show in Japan.


Fist of Flying Dragon Twin

One final newbie appeared in the T&E Soft booth. The masters of video game golf have licensed the ultimate tournament in **Masters 64**. Augusta is lovingly rendered in 3-D with all the regal pines, water hazards and bunkers to make even the best golfers want to rip their own arms off in frustration. There was a lot to see and play at the Tokyo Game Show, but the biggest stars in the N64 world have yet to come out. This November, Nintendo should unveil **Yoshi's Story** and **Zelda 64** at Space World.



Masters '98

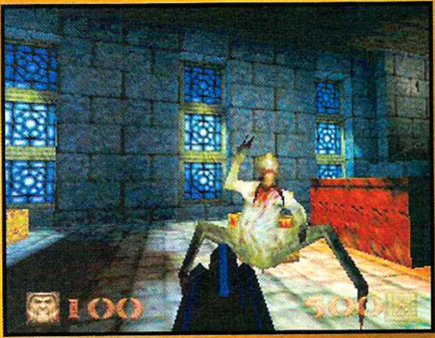
ASCII Pad N64

INSIDER UPDATE

MIDWAY ON THE MOVE

Midway continues to be one of the major movers on the N64 scene, and it doesn't look as if that is going to change any time soon. The latest news out of Corsicana is that Quake 64 is now the game on the move. Earlier in the year, Midway rescheduled the release of this first-person, Doom-like game from fall '97 to spring of 1998. There's no definite word yet, but that could change if the current speed of development continues. Part of the delay came about after E3, when Midway saw the impressive multiplayer feature in GoldenEye. Hoping to include that type of option in Quake, they decided to give the project some extra time.

Unofficially, we have also heard that the latest Mortal Kombat arcade game, MK 4, is slated for a late spring release on the N64. Since Mortal Kombat 4 is a 3-D game, it should be perfectly suited to the N64. Midway also plans to produce an Olympic Hockey game at Atari Games—the same company that brought us the original Wayne Gretzky's 3-D Hockey.



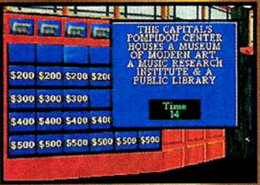
Midway reveals spectacular lighting and cool critters in Quake 64.

MORE SIMS FROM VIDEO SYSTEM

Video System, formerly known as Mc O'River in the U.S.A., will follow up its initial N64 game, Aerofighters Assault, with two more simulations. One game will be a high end car racing simulation developed by Paradigm Entertainment, which created the engine for Aerofighters Assault. Video System hasn't finalized the type of racing at this time, but it will likely be international, open-wheel racing rather than closed-wheel rally or off-road racing. The second game will be a realistic flight simulation, probably featuring Harrier type vertol jets. Paradigm is also working on this game. According to Video System, the Harrier sim will be ultra realistic, unlike Aerofighters, which included more arcade-like elements.

JEOPARDY!

GameTek hasn't spent all of its time on Wheel of Fortune recently. It has also put in time on Jeopardy!, which is nearly complete at this writing. Jeopardy! looks similar to Wheel, using the same 3-D type of studio set and digitized contestants. That's the downside. The upside is that the game plays very much like the popular television game show, and the challenge is very good. Alex Trebek appears in a small video window to encourage contestants. GameTek plans on breaking out of the developer role long enough to publish both Wheel of Fortune and Jeopardy! The company also insists that Robotech: Crystal Dreams is still very much alive. In fact, a version of the game was shown at the Tokyo Game Show. The problem at this time seems to be the lack of a publisher for the title. Who knows? If Wheel and Jeopardy! do well, maybe GameTek will bring out Robotech, as well.


THIS CAPITAL'S POMPIDOU CENTER HOUSES A MUSEUM OF MODERN ART, A MUSIC RESEARCH INSTITUTE & A PUBLIC LIBRARY
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Time 14

MORE N64 NEWS

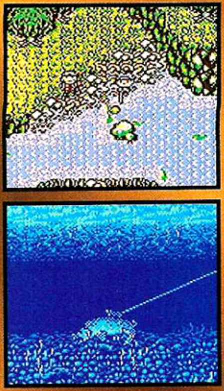
Banpresto's Ultra Lode Runner has passed design approval at Nintendo of America and is in the thick of final development at Big Bang Entertainment. Our friends at Big Bang report that the game has gone through several changes of focus since we last covered the project, but that it should be wrapped up by the end of the year. Banpresto hopes to sub-license the game in North America to another publisher, but there is no word yet on who that publisher will be. Big Bang has promised Nintendo Power a sneak peak in the near future, so stay tuned.

Going around the horn, the lastest N64 games to be announced include MLB Strike Zone '98 from GT Interactive, which is in the works at Devil's Thumb Entertainment in Colorado. Among Devil's Thumb founding partners are two Nintendo veterans, including Brian Ulrich, the world's greatest baseball fan and ex-Nintendo Power staffer. Obviously, we expect greatness from Brian.

At BITS Studios in London, a development team is working on an action game for Fox Interactive that is based on the hit movie Speed. We haven't seen anything of the game yet, which isn't scheduled for release until the fall of '98, but it should be a great license as long as they stick to buses and leave out cruise ships.

Ocean of America is considering picking up an N64 puzzle game called Wetrix from D.I.D. in the U.K. This oddball puzzler contains fluid shapes that must be fit together, unlike the blocks so commonly found in Tetris clones.

NATSUME'S HARVEST



The company that brought the farming RPG Harvest Moon to North America is going to do it again. Having had great success with Harvest Moon, Natsume is currently in the process of translating Kawa no nushi Zuri 3 (Fishing King of the River). Yes, it's a fishing RPG for Game Boy! The story has to do with a boy who must become the best fisherman in order to save his sick sister. To learn the connection, you'll have to play the game. Natsume hopes to release it in March in North America.

POWER IN JAPAN

Gamers in Japan can now make use of Nintendo Power. No, not the magazine. Nintendo Power is also the name of the new game recording system in Lawson convenience stores. Gamers will take their recordable Game Paks (purchased separately) to their neighborhood Lawson stores, pay the clerk, hand over the Game Paks and have the games recorded directly onto them. This service will be available for selected Super Famicom games up to 32 megabits in size with 256K RAM. The Pak can hold up to seven games at a time, and it costs about $40. Available games include Super Mario All-Stars, F-Zero, Fire Emblem and new titles like Super Mini 4WD and Derby Stallion for NP. Because there are 17 million Super Famicoms in Japanese households, Nintendo figures the Power market can be substantial.

THE NEW SUPER NES

We told you about the new look for the Super NES previously in Pak Watch. Now it's time to unveil the sleek new system. As we mentioned before, the new hardware packs in all the electronics in about half the number of components. Gone are the Game Pak eject lever and RF Modulator, but for most users, the new Super NES is the best.

SUPER NES CONTROL DECK
YOSHI'S ISLAND
Nintendo
GAME PAK INSIDE!
SUPER NINTENDO ENTERTAINMENT SYSTEM
THE WORLD'S MOST POPULAR 16-BIT VIDEO GAME SYSTEM
CHOOSE FROM A GAME LIBRARY OF OVER 700 TITLES

RELEASE FORECAST

N64

AUTOMOBILI LAMBORGHINI	FALL '97
BANJO-KAZOOIE	SPRING '98
BODY HARVEST	SPRING '98
BOMBERMAN 64	FALL '97
CHAMELEON TWIST	FALL '97
CONKER'S QUEST	SPRING '98
DIDDY KONG RACING	FALL '97
DRACULA 3-D	WINTER '98
DUAL HEROES	SPRING '98
EARTHBOUND 64	SUMMER '98
EARTHWORM JIM 3	SPRING '98
F-ZERO 64	WINTER '98
FORSAKEN	WINTER '98
GEX II: ENTER THE GECKO	SPRING '98
HYBRID HEAVEN	SUMMER '98
JEOPARDY!	FALL '97
KNIFE EDGE	SUMMER '98
LASTLEGION UX	SPRING '98
MISSION: IMPOSSIBLE	WINTER '97
MLB FEATURING KEN GRIFFEY, JR.	SPRING '98
MK MYTHOLOGIES: SUB-ZERO	FALL '97
NAGANO WINTER OLYMPICS '98	WINTER '98
NBA IN THE ZONE '98	WINTER '98
NHL BREAKAWAY '98	WINTER '98
QUAKE 64	WINTER '97
QUEST 64	WINTER '98
SILICON VALLEY	WINTER '98
SPACE CIRCUS	WINTER '98
THE LEGEND OF THE MYSTICAL NINJA	WINTER '98
TONIC TROUBLE	SPRING '98
TUROK 2	SPRING '98
TWISTED EDGE SNOWBOARDING	WINTER '98
ULTRA LODE RUNNER	WINTER '98
UNREAL	WINTER '98
WCW VS NWO: WORLD TOUR	FALL '97
WCW NITRO	SUMMER '98
WHEEL OF FORTUNE	FALL '97
WWF 6	SPRING '98
YOSHI'S ISLAND 64	WINTER '98
ZELDA 64	SPRING '98

Super NES

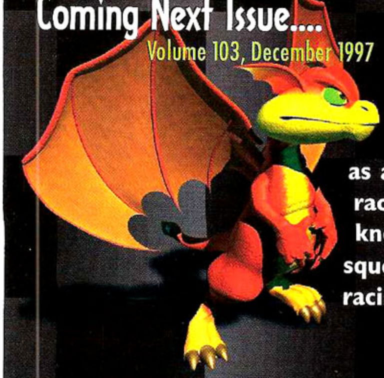
NBA LIVE '98	FALL '97
NHL '98	FALL '97

Game Boy

BUST-A-MOVE II	WINTER '98
GAME & WATCH GALLERY II	WINTER '98
JAMES BOND 007	FALL '97
KING OF THE FISHERMEN	SPRING '98
SUPERMAN	FALL '97
TUROK	WINTER '98
WARIO LAND 2	WINTER '98

Coming Next Issue....

Volume 103, December 1997



DIDDY KONG RACING

The holidays are sneaking up on us as fast as a turbo-boosted badger in a racing hovercraft. Before you know it, the December issue of Nintendo Power will squeal into your mailbox, featuring the revolutionary racing/adventure from Rare–Diddy Kong Racing.

AUTOMOBILI LAMBORGHINI

Racing on the continent in the hottest cars on earth turns out to be quite a thrill. Titus knocks off a winner with Automobili Lamborghini, and Nintendo Power provides all the road maps you'll need.

LAP
3/4
TIME
17
RANK
3/6

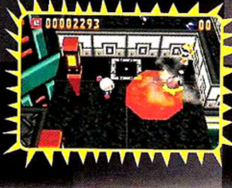
MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

How did it all begin? MK Mythologies explores the origins of the Mortal Kombat legend. Nintendo Power will explore the mysteries, step-by-step.

COMBO HITS 4
EXPERIENCE 28

BOMBERMAN 64

Nintendo couldn't pass up this classic adventure and multiplayer game from Hudson Soft. We'll bring you all the explosive action next month in a strategy review.



ZELDA 64 SHOWCASE

100s of photos!

The N64 game we're all dying for is closer than ever to completion, and we've got the shots to prove it. Nintendo Co. Ltd. in Kyoto, Japan, is sending Power exclusive photos of the most anticipated adventure game of all–100 shots you won't see anywhere else!

N64

1. AeroFighters Assault
2. Blast Corps
3. Clay Fighter 63⅓
4. Cruis'n USA
5. Dark Rift
6. Diddy Kong Racing
7. Doom 64
8. Duke Nukem 3-D
9. Extreme G
10. F1 Pole Position 64
11. FIFA Soccer 64
12. GoldenEye 007
13. Hexen
14. International Superstar Soccer 64
15. Killer Instinct Gold
16. Mace the Dark Age
17. Madden 64
18. Mario Kart 64
19. Mischief Makers
20. Mortal Kombat Trilogy
21. Multi Racing Championship
22. NBA Hangtime
23. NFL Quarterback Club '98
24. PilotWings 64
25. Robotron 64
26. San Francisco Rush: Extreme Racing
27. Star Fox 64
28. Star Wars: Shadows of the Empire
29. Super Mario 64
30. Tetrisphere
31. Turok: Dinosaur Hunter
32. War Gods
33. Wave Race 64
34. Wayne Gretzky's 3-D Hockey

Super NES

35. Aaahh!!! Real Monsters
36. Addams Family Values
37. The Adventures of Batman & Robin
38. Aerobiz Supersonic
39. Animaniacs
40. Arcade's Greatest Hits
41. Ardy Lightfoot
42. Arkanoid: Doh It Again
43. Bass Master II
44. Bass Masters Classic
45. Bass Masters Classic Pro Edition
46. Bassin's Black Bass with Hank Parker
47. Batman Forever
48. Boogerman
49. Breath of Fire II
50. Brunswick's World Tourn. of Champions
51. Bust A Move
52. Castlevania Dracula X
53. Casper
54. Chrono Trigger
55. Civilization
56. Clue
57. College Football USA '97
58. College Slam
59. Cutthroat Island
60. Demolition Man
61. Demon's Crest
62. Dirt Trax FX
63. Disney's Aladdin
64. Donkey Kong Country
65. Donkey Kong Country 2
66. Donkey Kong Country 3
67. Doom
68. Dragon View
69. EarthBound
70. Earthworm Jim
71. Earthworm Jim 2
72. Emmitt Smith Football
73. FIFA Soccer '97
74. Final Fantasy II
75. Final Fantasy III
76. Final Fight 3
77. Frank Thomas Big Hurt Baseball
78. Harvest Moon
79. Illusion of Gaia
80. Indiana Jones' Greatest Adventures
81. Judge Dredd
82. Jungle Strike
83. Jurassic Park 2
84. Ken Griffey Jr. Presents: MLB
85. Ken Griffey Jr.'s Winning Run
86. Killer Instinct
87. Kirby Super Star
88. Kirby's Dream Course
89. Kirby's Dream Land III
90. The Legend of Zelda: A Link to the Past
91. Lemmings 2
92. Lobo
93. Looney Tunes B-ball
94. The Lost Vikings
95. The Lost Vikings II
96. Lufia II
97. Madden NFL '97
98. Mario Paint
99. Marvel Super Heroes in War of the Gems
100. The Mask
101. Maui Mallard in Cold Shadow
102. Mechwarrior 3050
103. Mega Man X
104. Mega Man X2
105. Mega Man X3
106. Mega Man 7
107. Might & Magic III: Isles of Terra
108. Monopoly
109. Mortal Kombat II
110. Mortal Kombat 3
111. Mr. Do!
112. Ms. Pac-Man
113. NBA Give 'n' Go
114. NBA Hangtime
115. NBA Jam
116. NBA Jam Tournament Edition
117. NBA Live '97
118. NFL Quarterback Club '96
119. NHL '97
120. Ninja Gaidan Trilogy
121. Ogre Battle
122. Olympic Summer Games
123. Pitfall
124. Primal Rage
125. Prince of Persia 2
126. P.T.O. II
127. Revolution X
128. Road Rash
129. RoboTrek
130. Romance of the Three Kingdoms IV
131. Samurai Shodown
132. Scooby Doo Mystery
133. Secret of Evermore
134. Secret of Mana
135. SimCity
136. SimCity 2000
137. Space Invaders
138. Spawn
139. Star Fox
140. Star Trek: Star Fleet Academy
141. Street Fighter Alpha 2
142. Street Fighter II
143. Street Fighter II Turbo
144. Stunt Race FX
145. Super Black Bass
146. Super Bomberman 2
147. Super Mario All-Stars
148. Super Mario Kart
149. Super Mario RPG
150. Super Mario World 2: Yoshi's Island
151. Super Metroid
152. Super Punch-Out!!
153. Super Star Wars
154. Super Street Fighter II
155. Swat Kats
156. Tecmo Secret of the Stars
157. Tecmo Super Bowl III: Final Edition
158. Tetris & Dr. Mario
159. Tetris Attack
160. Timon & Pumbaa's Jungle Games
161. Top Gear 3000
162. Toy Story
163. True Lies
164. Ultimate Mortal Kombat 3
165. Uniracers
166. Urban Strike
167. War 3010: The Revolution
168. WWF Raw
169. WWF Wrestlemania: The Arcade Game
170. X-Men: Mutant Apocalypse
171. Zoop

Game Boy

172. Adventure Island
173. Aladdin
174. Alien Games
175. Animaniacs
176. Asteroids/Missile Command
177. Battle Arena Toshinden
178. Battle Zone/Super Breakout
179. Black Bass Lure Fishing
180. Blues Bros. Jukebox
181. The Bugs Bunny Crazy Castle 2
182. Casino Funpak
183. Castlevania Adventure
184. Castlevania II: Belmont's Revenge
185. Centipede/Millipede
186. College Slam
187. Contra: The Alien Wars
188. Cutthroat Island
189. Defender/Joust
190. Desert Strike
191. Disney's Pinocchio
192. Donkey Kong Land
193. Donkey Kong Land 2: Diddy's Kong Quest
194. Donkey Kong Land 3
195. Donkey Kong '94
196. Dr. Mario
197. DragonHeart
198. Earthworm Jim
199. Earthworm Jim 2
200. FIFA Soccer '97
201. 4-in-1 Fun Pak
202. Frank Thomas Big Hurt Baseball
203. Galaga/Galaxian
204. Game & Watch Gallery
205. Hercules
206. Hunchback of Notre Dame
207. Iron Man X-O Manowar In Heavy Metal
208. James Bond 007
209. Jeopardy! Platinum Edition
210. Jeopardy! Teen Tournament
211. Jungle Strike
212. Jurassic Park 2
213. Ken Griffey Jr. Presents: MLB
214. Killer Instinct
215. King of Fighters '95
216. Kirby's Block Ball
217. Kirby's Dream Land
218. Kirby's Dream Land 2
219. Kirby's Pinball Land
220. Kirby's Star Stacker
221. Lamborghini American Challenge
222. The Legend of Zelda: Link's Awakening
223. The Lion King
224. Looney Tunes
225. Madden '96
226. Marble Madness
227. Mario's Picross
228. Mega Man
229. Mega Man V
230. Metroid II: Return of Samus
231. Mole Mania
232. Mortal Kombat/Mortal Kombat II
233. Mortal Kombat II
234. Mortal Kombat 3
235. Ms. Pac-Man
236. NBA Jam
237. NBA Jam Tournament Edition
238. NBA Live '96
239. NHL '96
240. Nigel Mansell's World Championship
241. Operation C
242. Pac-Man
243. Paperboy
244. PGA Tour Invitational
245. Prehistorik Man
246. Primal Rage
247. Q*Bert
248. Samurai Shodown
249. Solitaire FunPak
250. Space Invaders
251. Star Trek: Generations
252. Street Fighter II
253. Street Racer
254. Super Mario Land
255. Super Mario Land 2: 6 Golden Coins
256. Super Return of the Jedi
257. Sword of Hope II
258. Tamagotchi
259. Tazmania 2
260. Tetris
261. Tetris Attack
262. Tetris Blast
263. Tetris Plus
264. Tetris 2
265. Timon & Pumbaa
266. Tiny Toon Adventures 2
267. Toy Story
268. Urban Strike
269. Vegas Stakes
270. Wario Blast
271. Wario Land: Super Mario Land 3
272. WWF Raw
273. Zoop

Upcoming Releases & Other Picks

274. Addams Family Pinball (N64)
275. Andretti Racing (N64)
276. Aero Gauge (N64)
277. Arcade's Greatest Hits: Atari Collection (Super NES)
278. Banjo-Kazooie (N64)
279. Bio Freaks (N64)
280. Body Harvest (N64)
281. Bomberman 64 (N64)
282. Buggie Boogie (N64)
283. Bust-A-Move 2 (Game Boy)
284. Chameleon Twist (N64)
285. Command & Conquer (N64)
286. Conker's Quest (N64)
287. Creator (N64)
288. Dracula 3-D (N64)
289. Dragon Quest VI (Super Famicom)
290. Dragon Storm (N64)
291. Dual Heroes (N64)
292. EarthBound 64 (N64)
293. Earthworm Jim 3 (N64)
294. Extreme Sports (N64)
295. F-Zero 64 (N64)
296. Family Stadium (N64)
297. FIFA Road to World Cup '98 (Game Boy)
298. FIFA World Cup (N64)
299. Forsaken (N64)
300. Freak Boy (N64)
301. G.A.S.P.! (N64)
302. Game & Watch Gallery 2 (Game Boy)
303. Game Boy Pocket
304. Gex: Enter the Gecko (N64)
305. Harvest Moon (Game Boy)
306. Harvest Moon (N64)
307. Hybrid Heaven (N64)
308. Jeopardy! (N64)
309. Kirby's Air Ride (N64)
310. Knife Edge (N64)
311. Lamborghini 64 (N64)
312. LastLegion UX (N64)
313. The Legend of the Mystical inja (N64)
314. The Lost World: Jurassic Par(Game Boy)
315. Madden NFL '98 (Super NE)
316. Magic: The Gathering (N64)
317. Major League Baseball Featring Ken Griffey Jr. (N64)
318. Mario Paint 64 (N64)
319. Marvelous: Another TreasurIsland (Super Famicom)
320. Mission: Impossible (N64)
321. MLBPA Bottom of the 9th (N4)
322. Mortal Kombat Mythologies: Sb-Zero (N64)
323. Nagano Winter Olympics '9 (N64)
324. NBA FastBreak (N64)
325. NBA Hardwood Heroes (N6)
326. NBA In the Zone '98 (N64)
327. NBA Live '98 (Super NES)
328. Need for Speed (N64)
329. NHL '98 (Super NES)
330. NHLPA and NHL Present Wyne Gretzky's 3-D Hockey '98 (N4)
331. Nintendo 64
332. Nintendo 64 Disk Drive
333. PilotWings 2 (N64)
334. Pocket Monsters (Game Boy)
335. Quake (N64)
336. Quest 64 (N64)
337. Quest for Camelot (Game Boy)
338. Rev Limits (N64)
339. Road Rash (N64)
340. Robotech: Crystal Dreams (N64)
341. Rumble Pak
342. SimCity (N64)
343. SimCopter (N64)
344. Space Circus (N64)
345. Space Station: Silicon Valley (N64)
346. St. Andrew's Old Course (N64)
347. Super Mario RPG 2 (N64)
348. Super Mario 64 2 (N64)
349. Super Star Stacker (Super NES)
350. Superman (Game Boy)
351. Superman (N64)
352. Tamagotchi (N64)
353. Tonic Trouble (N64)
354. Top Gear Rally (N64)
355. Turok (Game Boy)
356. Turok 2 (N64)
357. Twisted Edge Snowboarding (N64)
358. Ultra Descent (N64)
359. Ultra Soccer (N64)
360. Unreal (N64)
361. Video Systems Racing (N64)
362. Virtual Chess II (N64)
363. Wario Land 2 (Game Boy)
364. WCW Nitro (N64)
365. WCW Vs. NWO: World Tour (N64)
366. Wheel of Fortune (N64)
367. Wild Choppers (N64)
368. Wonder Project J 2 (N64)
369. WWF 6 (N64)
370. Yoshi's Story (N64)
371. Zelda 64 (N64)

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